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SFM-FORCERS

Autumn 1993

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Editorial



Greetings Megaphiles, and welcome to SEGA FORCE MEGA once again. We've had a bit of a move about this issue, with our entire editorial and design teams leaving the green rolling hills of Shropshire for the golden coast of Devon. A bit of a culture shock, it must be said, but a welcome relocation nonetheless.

Bye bye woolly lambs... hello bikini babes!

Other than the fact that we all enjoy a bit of surfing now and agin (weather permitting), there's another good reason for the move - with things expanding rapidly at Impact Magazines, space has become critical. Two new mags are being launched as I type, exciting projects reaching fruition and our recent recruitment drive has thrown up a whole load of new faces around the place.

Short of having special double-decker desks constructed. there was just no way that the Ludlow HQ was going to fit everyone in. Someone just had to go and when we discovered that the South coast was the only possible location, we jumped at the chance!

It's been a struggle, there's no denying it (Guttersnipe's precious collection of commemorative tea towels only just fitted in the removal van), and some elements within the mag are bound to have been affected... but do not adjust your pages, normal service will resume just as soon as we find the lead for the kettle.

Meanwhile, our old HQ in Ludlow has been over-run with jumped-up little oiks who reckon that we here at SFM take all things Mega Drive a bit too seriously. They're currently getting their teeth (not to mention noses) into the barmy business of magazine production, and I'll be helping them to launch a brand new Mega Drive mag called MEGA MACHINES.

It'll be different — you'd better believe it! — and some challenging times must surely lie ahead. But I, like the rest of the new crew, am gagging to get on with it, so I'll sign off and do just that.

Rest assured that SEGA FORCE MEGA will continue to bring you the same quality, in-depth coverage of all 16-bit Sega stuff and, thanks to you, will continue to go from strength-to-strength. Do check out the first issue of MEGA MACHINES when it appears, though, if only to find out where it's at from the pre-pubescent perspective (hey, I'm picking up this Bill 'n' Ted lingo no problem!).

Hang Ten, er, Dudes!

Steve Shields — Managing Editor

New presenter, but same old Gamesmaster...

Now into its third series, Channel Four's pioneering computer show Gamesmaster has parted company with its host, King of the double entendre Dominik Diamond. Mark Smith checks out his replacement.

Considering the success of the last two series of the show Diamond's departure has to be seen as surprising. However, Gamesmaster's production company Hewland International have refuted claims of any ill-feeling, describing the split as amicable.

Hewland have decided to replace Diamond with a face that they feel will be popular with their young target audience.

Enter one Mr Dexter Fletcher, star of the hugely successful childrens drama 'Press Gang', and the rather more forgettable straight-to-video flop 'The Rachel Papers'. As Dexter would soon be passing judgement on the Mega Drive, we at Sega Force Mega decided it might be worth finding out a few of his thoughts on Gamesmaster, and the Mega Drive in particular. We were also keen to enquire about the reasons behind what we saw as a strange career move. A downturn in fortunes in the fickle world of acting perhaps?

A Change For Changes Sake?

Anyway, Dexter's appointment is supposed to compliment a new, harder, more atmospheric image for the third series of Gamesmaster, which is being set in a foreboding converted prison. He sees his role as entertaining people and as such dismisses as unimportant any background knowledge of the everchanging world of consoles and game playing. Hmmm.

He claims that he is a big fan of the Mega Drive, playing whenever time would allow. I asked him if he was a keen gamesplayer, which got the curt response "Silly question, of course I am." Sorry, Dexter, only asking mate!

Farewell Dominik

So, suitably chastised, I enquired after his favourite Sega game. He named the gory beat-'em-up *Mortal Kombat* and even went so far as to provide me with the fact that it was coming out on Mortal Monday. It was now becoming clear that our Dexter definitely had his finger on the pulse of hot console news!

Game Gang

The question that had to be asked was whether he felt that his style would be an improvement on Dominiks. So would he be doing anything dif-

Dexter's Career

Most famous for his part in ITV's *Press Gang*.

A brief flirtation with Hollywood, through *The Rachell Papers*, was rather short lived.

Cameo roles include that of a dodgy character in *The Bill*.

Sonic's Numero Uno - and that's official!

Sonic the Hedgehog, Sega's own superstar, has been crowned the most well-known personality in America. In a survey of 6 to 11 year olds, Sonic destroyed the rest of the field in the prestigous 'Q' popularity charts.Cue gratuitous gloating at a certain rotound plumber! It's not surprsiing that Mario trailed so far behind the sleek, high speed hedgehog, but it's still good to know who is the boss. Also caught in Sonic's slipstream were megastars such as Michael Jordan.

Perhaps most surprising, and almost as impressive , was a healthy fourth placing for Sonic's mega cute foxy side kick,'Tails'. Much of this success has to be attributed to the record breaking success of *Sonic 2*, considered to be the best selling 16-Bit video game of all time, surpassing 4.5 million sales worldwide.





ferent to Gamesmaster's former head boy? "Obviously. Watch the show and you'll see the difference".

As you may have guessed Dexter didn't really give too much away. Maybe they want to surprise us with some great improvements — we will just have to wait and see!

Be there or...

So, to find out if he'll be a Gamesmaster or moron tune in from September 9th for the big kick off of Gamesmaster's third series. Personally I'd rather have Dexter's gorgeous girlfriend hosting the series, the one who played the Editor in Press Gang. Maybe if we're lucky she will put in a few guest appearances!

> **"Obviously watch the show and you'll see the difference"**
> Dexter Fletcher

James Pond III: Operation Starfish

He's back. Bigger, faster and three times as suave as ever. Yes, Secret Agent James Pond is back in service on the Mega Drive in an all-new adventure courtesy of Electronic Arts.

Once again, the evil Dr. Maybe is determined to destory life as we know it with his plans for world domination. This time he intends to monopolise the world's dairy market by mining the moon's rich supply of yogurt, ice cream and cheese. Of course, F.I.5.H. has managed to uncover his diabolical plan, yet there's only one agent capable of thwarting him and that's James Pond.

His mission is to traverse the moon, rescue the three captured F.I.5.H. agents and eventually face Dr.Maybe for ultimate control of the moon. Finnius Frog, F.I.5.H. trainee agent, joins Pond's cheesiest adventure yet. Plenty of extra weaponry is promised, such as suction boots, a fruit suit which allows him to roll into enemies (E.A.'s equivalent of a fish roll?) plus skis, rocket boots and anti-gravity boots. It should be hitting the shops over the forthcoming weeks. More info as we get it.

They think it's all over...

When you've got the greatest player that the world has ever seen to endorse and aid the design of your new footy game then you are entitled to gloat a bit. Accolade are doing just that by calling the game 'a revolutionary new sports simulation'.

The game has numerous options, allowing you to choose from a league programme of 30 games or take a match up against Pele's 1962 Brazilian World Cup team. You can also choose from 40 European and Latin American teams, each with their own unique characteristics. The game boasts digitised players who have the



usual soccer sim abilities such as sliding tackles, kicks, dives and headers, while you can also test your own abilities in a special skills contest against Pele (we're not worthy!).

As to the authenticity of the claims, well the screens look pretty good, with large characters, animated moves (check out that header!) and an unusual perspective, but the real barometer will be its success when measured against other classic football games. A November release will reveal all...



...it is now!

Designated for an October release are two great tie-ins from Acclaim. They bring together the superstars of the ring in *WWF Royal Rumble* and your favourite spooks from the big screen in the monstrous *The Addams Family*.

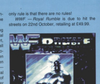
Acclaim's Huge Double Whammy

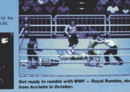
WWF Royal Rumble

Prepare for all the showbiz entertainment of the larger than life world of the World Wrestling Federation!

You'll recognise all the familiar bulging biceps and straining sinews in Royal Rumble. Hulk Hogan, Bret 'Hit Man' Hart, Randy Savage and the grisly Undertaker all battle it out. You can hit the mat in one-to-one bouts, tag team tournaments and even bone-breaking triple tag contests. Then head for the big one; the ultimate prize — to be crowned King of the Royal Rumble.This contest sees a whole host of wrestlers in the ring at one time. Whoever is left standing is the champion and the only rule is that there are no rules!

WWF — Royal Rumble is due to hit the streets on 22nd October, retailing at £49.99.





Get ready to rumble with WWF — Royal Rumble, due from Acclaim in October.

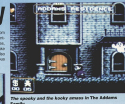
The Addams Family

In contrast to the grunts and groans of Royal Rumble, *The Addams Family* is almost civilised, until you realise that all the main characters are well past their sell-by date!

The aim of the game is to save the family fortune. You take the role of the ghostly Gomez in a battle to save their hidden loot from the demonic Abigail Craven, who, in her relentless quest to destroy our supernatural heroes, has cast a control spell on Uncle Fester to make him her unwitting partner in crime. She has also captured ghoulish Granny and those monstrous all-American kids Pugsley and Wednesday.



Left: Guide Gomez through the Addams Family's mansion, seeing off the phantoms and ghosts that have inhabited the house.



The spooky and the kooky amass in The Addams Family.

Acclaim boast of classic platform action, mind-bending puzzles and the retention of the Addams family's famous grisly brand of humour. From what we have seen of the Ocean original on the SNES, it promises to be a great game; if they have actually improved it, well, it's definitely one to keep an eye out for. We'll attempt to confirm these claims as soon as we get more information on the game. The official release is planned for October (to coincide with Halloween perhaps?) with a price tag of £39.99.

On the horizon from

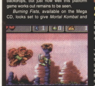


Even after the Summer CES Show in Chicago, Sega have been busying themselves announcing new titles for release in Japan and America.

Columns III, which is unsurprisingly the follow up to the popular *Tetris* clone, allows five players to compete against one another simultaneously in a test of cunning and reflexes. Concentrating on your screen in five player mode can be a little on the tough side but there's no doubting that this is a most sociable and enthralling proposition!

In *Wonderboy IV*, Sega's first major superhero makes a most welcome return to the Mega Drive. Great improvements have been made in the graphical content, with large, bright characters and great cartoony backdrops, but just how well this platform game works out remains to be seen.

Burning Fists, available on the Mega CD, looks set to give *Mortal Kombat* and



With up to five players all competing at once, expect a stiff challenge...

SFII a run for their money. It's based on the same one-on-one concept and features various characters fighting in various corners of the world.

Phantasy Star IV looks all set for a Japanese release soon, this time it's a whopping 16-Bit cart with all of the adventure sequences that fans have come to grow and love. I must admit that I prefer the adventures where you actually control the fighting in a more direct hack-'em-and-slash'em vein rather than text based hit-or-run decisions, yet if this is your kind of game then you shouldn't be too disappointed.

Golden Days

US Gold are entering the Mega Drive War Zone with their helicopter sim, *Gunship*, to be released in November — and it only costs $7.3 million!

The game owes a lot to the original Micropose game of the same name, released many moons ago on machines like the Spectrum and Commodore 64. However, this is much more of an arcade action game rather than a traditional sim style project. You are in total control of an awesome Apache AH-64A Gunship, a state of the art helicopter which we are informed costs a staggering $7.3 million to buld. Thankfully, the design of the game cost somewhat less.

To succeed in *Gunship*, you must fight through a number of battles, with the idea being to show a degree of tactical acumen rather than just trying to blitz everything in sight. There are four different war theatres or 'environments' to choose from, along with a number of missions in each one. You must rescue allied soldiers from seemingly impossible positions deep behind enemy lines, drop urgent supplies to the front line and destroy drug cartels strategically situated throughout the war zones.

Chocks away, Ginger!

There are a total of 24 levels with two dificulty settings in this 8-Meg cart and US Gold promise a fast-paced, all-action, thrill-a-minute, roller-coaster ride of the emotions. It's all systems go for a November release so look out for the full lowdown soon. How well it will compare to *F-15 Strike Eagle II* remains to be seen, as indeed have any screen shots from the game!

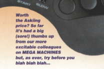
Look out next issue for a proper in-depth preview of the game... hopefully!

Another joypad shocker

As we neared the end of our deadline, the brand new Ascii Pad from Asciiware appeared. Though complete with 'independent turbo control' for every fire button and a slow motion feature, this looks similar to the regular Mega Drive controller.

However, controllers aren't judged by their looks, more their control (surprisingly!). The turbo buttons are quite effective on the more obvious games and would no doubt help you perform a few of the special moves in the likes of *SF II* and *Mortal Kombat*.

The pad itself is pretty responsive and will take quite a pounding. The slow-motion feature is a take-it-or-leave-it thing — all that it does is rapidly pause and unpause the game, which works fine on some games but not many! Selling for around twenty quid, this is a good choice if your Mega Drive pad has had its day. We'll give it a complete play test over the next few weeks andlet you know how we get on.



Worth the Askiing price? So far it's had a big (sore!) thumbs up from our more excitable colleagues on MEGA MACHINES but, as ever, try before you blah blah blah...

Mortal Monday Cometh . . .

The Mortal Monday that we had all been waiting for for so long has finally come and gone with the sort of results that Acclaim anticipated.

Reviewed way back in issue two of SEGA FORCE MEGA (It *feels* like a long time ago!), scoring a superb 94 (and rightly so), *Mortal Kombat* is by far the best beat-'em-up on the Mega Drive, even if it is on the gory side. Ade felt strongly, though, that the gorier the game the better, so, for all of those who missed it in the manual, the code for getting the blood and guts of the game is [A] [B] [A] [C] [A] [B] [B]. Enter this on the screen containing all of the blurb about the word 'code'.

Mortal Monday was a worldwide event, yet sales are expected to continue well into next year. We wouldn't wait around until then, though — grab yourself a copy now so that you can enjoy it until next year!

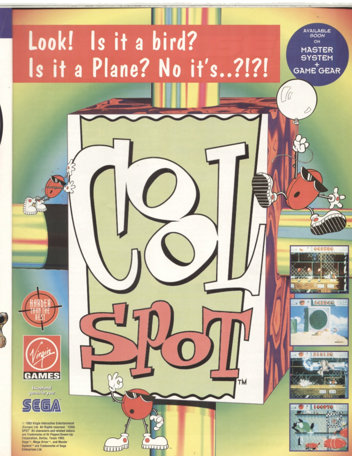
. . . and Goeth



Will Mortal Kombat's graphics be enough to keep it at the top?

Stand by for blood and guts in full effect (if you know the code!)

Rumours that Goro has eight arms in Mortal Kombat 2 have not yet been substantiated

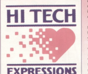

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Is it a Plane? No it's..?!?!
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They're Back!

After the success of *Jurassic Park*, Spielberg is back with a new dinosaur movie. This time it's a cartoon, though, and plans are already underway to produce a Mega Drive conversion.

Billed as an 'Adventure of Prehistoric Proportions', *We're Back — A Dinosaur's Tale* transforms you into Rex, a huge Tyrannosaurus, whom you must lead through jungles and cities in order to save his human friends, Louie and Cecilia. They are currently being held captive by a nasty ringmaster, the warped Professor ScrewEyes.

There are a total of five levels, with Rex travelling from prehistoric times to 20th Century New York. It's aimed very much at the same age group as the movie, which is 6 years and up, with very large and well illustrated graphics, but first signs show that it is a very playable and enjoyable game for all. Controlling Rex could take a bit of getting used to, but once you're there, you will be foot stomping and doing the dinosaur with the best of them.



Hopefully, the game should hit America towards the end of the year, with the UK following shortly afterwards. We'll keep you posted on the exact release date.

The game is produced by Hi-Tech, who also have other games such as *Beethoven II* (another kids movie conversion, although this one is all about that dumb dog) as well as an edutainment type game based around Disney's Mickey Mouse.

Sega & Beeshu in legal wrangle

Following the resolution of recent battles with Codemasters and Accolade, it seems that Sega are once again facing the prospect of being dragged through the courts...

This time Sega face a lawsuit from a company called Beeshu Incorporated, who manufacture video game accessories. They want $30 million in damages after a slight altercation with Sega over the hardware giant's rights to manufacture certain products and withhold others from the market. Apparently the dispute has been simmering for at least two years, finally erupting and coming to a head when Beeshu recently filed their lawsuit in California.

Under US law, Sega are compelled to respond to the lawsuit soon and it is anticipated that their reaction will be in the form of a counter-suit, or even a double-breasted suit. Or maybe not!

It's virtually arrived!

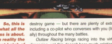
Although not due for release in the UK for some while (the last we heard was that it would be the fourth quarter of 1994), it's due out at the end of the year in the US.



The low-cost alternative to bulky arcade VR headsets?

You've already seen the publicity shots of the dummy with the VR system plonked on its head. Now Sega are starting to release details of the games due out.

Since the machine works in conjunction with the Genesis, it's not surprising that the visuals are rather reminiscent of Sega's 16-Bit wonder. One of the first games to come out will be *Iron Hammer*, which is a 3-D simulator (well, all games will be 3-D simulators of sorts) which sees you entering deep into the territories of thirty or so different environments. The concept is very straightforward — very much a search and destroy game — but there are plenty of extras, including a co-pilot who converses with you (literally) throughout the many battles.



So, this is what all the fuss is about. In reality the first batch of games are reported to be "pretty ropey" (according to Sega anyway)

Outlaw Racing brings racing into the virtual dimension, yet this doesn't bear much relation to the sportsmanship of regular race games. In this, your aim is to reach the chequered flag before the other competitors, and anything goes, including driving the other cars from the track! Suffice to say that the close up views make for some pretty hair-raising effects!





Cart Charts

When it comes to finding out the most popular Sega games across the globe then there is no better place to come to than SEGA FORCE MEGA. Not only do we detail the best selling games in Virgin Megastores across the country, we also check out the scene in the States and Japan. This acts like your very own crystal ball (aren't you lucky!) as it will give you an idea of just what exactly will be hitting the charts in the next few months

UK Mega Drive Top Ten

1		MICRO MACHINES	Codemasters
2	NE	JUNGLE STRIKE	E.A.
3		COOL SPOT	Virgin
4		FLASHBACK	US Gold
5		PGA TOUR GOLF 2	EA
6		SUPER KICK OFF	US Gold
7		TINY TOON ADVENTURES	Konami
8		ECCO THE DOLPHIN	Sega
9	RE	SONIC 2	Sega
10		MUHAMMAD ALI BOXING	Virgin

A challenge to the Codies comes in the shape of *Jungle Strike* from E.A., yet *Micro Machines* holds its own, sticking to the number one spot for the second successive month. Other than that, most games have been shunted out of the way by E.A.'s new action epic. *Cool Spot* continues to do well, only slipping one place to the third spot, while *Flashback* emulates this by falling from the third to the fourth position. *Super Kick Off* does well to stay at the sixth position, but with the plethora of soccer games due over the next few months it would seem that it may not last for more than a few more months. *PGA Tour Golf 2* holds its own too, while Konami's *Tiny Toon Adventures: Buster's Hidden Treasure* is still going strong at number seven. A surprising re-entry appears at number nine in the form of *Sonic The Hedgehog 2* , now officially confirmed as the biggest selling 16-Bit game ever — long may he reign! Sega's other popular 'hero', *Ecco The Dolphin*, remains one step ahead, while it all looks like it could be over for Ali. You should never write the man off though — after all, he's famous for his comebacks!

USA Charts

The X-Men remain supreme in the US charts, while the sporty titles seem to be falling back a bit. Baseball is still hanging in there, though.

1	X-MEN	Sega
2	RBI BASEBALL 93	Tengen
3	COOL SPOT	Virgin
4	TONY LA RUSSA BASEBALL	EA
5	ROAD RASH 2	EA
6	FATAL FURY	Takara
7	FLASHBACK	US Gold
8	PGA TOUR GOLF 2	EA
9	HARDBALL III	Accolade
10	BULLS VS BLAZERS	EA

Sonic 2 is now officially the biggest selling 16-Bit game ever! How long will it be before Spinball bowls it over?

Brutal beat-'em-up X-Men continues its reign at the top of the US charts. Mortal Monday might curtail the success though...

Japanese Charts

***Nightstalker CD* does its best to threaten the position of *Puyo Puyo*, yet Sega cannot be shifted from that number one spot.**

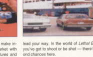
1	PUYO PUYO	Sega
2	NIGHTSTRIKER CD	Taito
3	EX-RANZA	Sega
4	ILLUSION CITY	Microcabin
5	FATAL FURY	Sega
6	SWITCH CD	Sega
7	DEVASTATOR CD	Wolf Team
8	SONIC 2	Sega
9	ARCADE COLLECTION CD	Sega
10	J-LEAGUE SOCCER	Game Arts

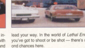
Lethal Enforcers

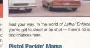
Mega Drive/Mega-CD ● Konami ● Out: Nov/Dec

Classic coin-op games appeared to be a thing of the past, yet then along came Lethal Enforcers and arcade players went mad again. Can even the Mega Drive do this justice?









Konami have already started to make inroads into the Mega Drive market with the likes of *Tiny Toon Adventures* and *Teenage Mutant Hero Turtles*. Though undoubtedly good games, the idea of converting *Lethal Enforcers* must have been as far removed a proposal as you could get. The digitised backgrounds and characters of the arcade game helped to bring about something of an arcade light gun revival, while the action, very much in an *Operation Wolf* vein, proved to be a successful crowd puller. Yet here it is, in all of it's glory, graphics intact and looking like it will be one hell of a game to boot!

Digitised images and speech

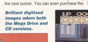
As soon as we switched the game on, we were astounded by the graphics. A sequence of four different animations opens up each level, and then it's into the real thing. Taunted by shouts of 'You can't shoot me', bank robbers burst onto the screen, appearing from behind desks and rolling athletically across the floor, pumping lead your way. In the world of *Lethal Enforcers*, you've got to shoot or be shot — there's no second chances here.

Pistol Packin' Mama

In 3-D shooting games of old, you were stuck with a cursor on screen with which to do away with the hoodlums; if it was the authentic action that you were after then a Menacer was your only choice. Not the case with *Lethal Enforcers*. With the package you get your very own light gun revolver, effectively like having the arcade machine in your own home. Cliches aside, the gun is very accurate and for those crying out for a truly playable light gun game, well, you no longer have to put up with the third rate games packaged with the Menacer. This is non-stop action — shoot, reload and then get ready for the next sucker. You can even purchase the ►

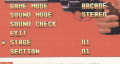


Looks like you just took a hit! Too many of those and a further credit will be called for.



Brilliant digitised images adorn both the Mega Drive and CD versions.





LEVEL 1

THE BANK ROBBERY

All hell is let loose in the bank, where innocent civilians are running scared through the crowd of terrorists. This eventually spills out onto the streets where the getaway van is parked. Unfortunately you can't stop them there — you will then become involved in a high speed chase through the city highways, with other vehicles entering the fray before you get the chance to take out the 'boss', who is in the van.

Below: The arcade version. Although the graphics are sharper, you can see just how well Konami have converted it to the MD/MCD.

Right: The sight means that the hooded gunman is a split second away from becoming a part of the door...

Below: If you aren't too adept with the gun then you can use the controller and on-screen sight. Not that it did any good here - a bullet will blast the screen before that sight reaches the gunman!

LEVEL 2

CHINATOWN ASSAULT

The second level is an assault on Chinatown, which takes you through dangerous gang infested streets and into the subway system. You finally catch up with the leader of a nefarious gang on a speeding train, complete with chainsaw. A rather nasty piece of work this, but it's all in the line of duty!

Above: Don't shoot the police man. Keep an eye on the windows too — the Chinatown gangs are well armed.

Below: You'll need to be quick to catch the knife thrower. All is not lost if you miss — you could always blast the knife instead.

Above: How that wino sleeps through this mess is beyond us! Try to resist the temptation to wake him up!

Justifier, as it's called, so that the second player isn't condemned to using the on-screen cursor.

As all *Lethal Enforcers* fans will know, the screen is both stationary and also scrolls.

Hidden bonuses, containing shotguns, magnums, armour piercing bullets and the like, crop up every now and again, but, if there are two players on screen, you'll need to be quick — these are like gold dust! Get shot by one of the hoodlums, though, and you're back to your trusty old hand gun.

At the end of a stage, you must deal with the police board who determine your status through the number of shots fired, kills made and innocents killed. If you score too low then you will be demoted to just a patrolman and have to do the whole level yet again.

'Don't Shoot Me!'

Innocents appear in abundance in *Lethal Enforcers* — why they don't just lie low and keep quite is beyond me! Cries of 'Don't Shoot Me' are mixed with the more violent shouts 'Eat lead'; other sounds include the ricochet of a bullet as it flies from a car and the howls and screams when another bad guy bites the dust.

Equally as impressive are the graphics. The guy in the rain coat is our favourite — he saunters nonchalantly across screen, before throwing back his coat to reveal a pump action shotgun. Suffice to say, it's best to stop his sauntering before he starts his slaughtering.

There are others too — crooks appearing from behind cars, popping up from behind windows and blasting away from you from moving vans. Each character has been superbly animated, making this a pleasure to watch not to mention play!

Shooting Gallery

Should you need a break from the hard toil of gunning down villains, you can try your hand at a little target practise. It's best to try this a few times anyway as you will also be sent there for a bonus round after each level.

The levels themselves are split into certain sections - the bank robbery stage starts in the bank itself, then spills out into the streets before coming to a head with an exciting car chase. Yes, that's just the first of the five levels! *Op. Wolf* never did this.

It's just a game!

Because of the violent nature of this game, it will no doubt attract the life-less do-gooders of society who would have you sitting at home reciting Shakespeare, wrapped you in cotton wool. Well, this is nothing more than a video game — yes folks, it's all fictional — and a damn fine one at that. Look out for the review soon - it's definitely a contender for the Recommended award! ■

LETHAL ENFORCERS

LEVEL 3

THE HIJACK

Terrorists have hijacked a huge jumbo jet in level three. Battle past grenade throwing, machine gun toting suicide squads, as well as remote control robots packing tonnes of high explosives. If this wasn't enough then the final terrorist commander packs a huge gun which fires hundreds of rounds a minute.

Above: In the hijack scene, you will have to contend with terrorists springing up from all over the place along with the odd innocent bravely (or stupidly depending on your outlook) running for safety. You will need to be even more careful here otherwise demotion will be the order of the day.





Above: Incoming grenade! Most projectiles can be shot even when this close without incurring damage but it's obviously best to stop the problem at source. That's if you can get the terrorist before he disappears out of sight again.

LEVEL 4

THE DRUG DEALER

The greatest evil of all awaits on the penultimate level. You must confront and destroy the boss of a Columbian Drug Smuggling syndicate before he escapes in a helicopter. After that, you must battle past his trigger-heappy bodyguards before tangling with him in the city skies.

Right: An example of a bonus just there for the taking. The dilemma is that should you go for the bonus first, risking life and limb in the process, or do you take the safe option and hit the gunman, allowing your partner to grab the weapon? If the gunman is on your side then you are left with little choice...





That's right, swing down on a rope and scare the living daylights out of us! There's only one thing to do when confronted with this masked maniac and that's to blow the sucker away!

A work out on the shooting range is recommended for the rookies amongst you.

Below: Will you make a Detective or just a lowly Patrolman?

TEN THINGS THAT YOU ALWAYS WANTED TO KNOW ABOUT KONAMI

Konami, developers of *Lethal Enforcers*, have only recently entered the Mega Drive market, but have, in fact, been at the forefront of video games for years. What else have they been up to? Read on!

- Konami are now in their 25th year, having been set up in Japan in 1969.
- Their first big success was 'The Astro-invader'.
- Since then they have had numerous other arcade hits, including *Salamander*, *Nemesis* and *Hyper Olympics*.
- Their head office is in Tokyo, while they have sales and development offices spread over Japan, in which they employ over eight hundred people!
- Just for the record, the average age is 27.8. A lack of YTS people methinks.
- Other offices (both Head Offices and Sales) can be found in Chicago, New York, LA, Frankfurt and London.
- Recent Mega Drive successes include *Sunset Riders, TMHT: The Hyperstone Heist* and *Tiny Toon Adventures.*
- Sales turnover from March 92 to March 93 equalled a staggering 46.3 billion yen ('slightly' less was profit).
- Other ventures include producing the music of their games on CD, while they license their own in-house characters to be created into toys and books. They even have a division in Japan that makes luminous jigsaws!
- There is a Konami Helpline in the UK where you can call for release updates and game help. The number is 0626 56789.



Konami's rather grand Head Office in Tokyo

Gutter Snipe

Who the hell's this Michael geezer who's been rowing his boat ashore for God knows how many years? And why aren't we told where Jack Robinson hangs out, or who the devil Roger is from 'Roger, over and out'? I demand an explanation...

...Talking of lonely hearts (were we? —Ade), I was flicking through my local free newspaper the other night, having a good giggle at some of the contact ads. I don't know whether you've noticed, but some newspapers offer a computerised service whereby you dial an 0891 number and listen to your prospective sweetheart waffling on about the state of the French franc or the colour of their next door neighbour's back bedroom.

***I* placed an ad once. Now, now, don't mock, it gets very lonely crouched in a converted hay loft watching re-runs of *Albion Market*. I had three replies. One was from a schizoid religious nut who wrote to inform me that lust, passion and reproduction were the Devil's work. If that's the case — the poor sod must be knackered.**

The second was from a young girl called Collette of Chepstow, who said she was dangling by her knicker elastic from the Severn Bridge because she'd just split up from her boyfriend and this was the best way of ending it all. Anyway, she'd seen someone do it on *Casualty*, so it *must* be all right.

And the third was from a personality analyst called Madame Delfont who could tell from my ad that I was going on a long journey and would get into serious trouble with a member of the opposite sex. Too right — fifty miles from Ludlow to Birmingham and a clip round the ear'ole for not telling Mother I'd be late home for tea. Waste of time.

Anyway, if *you* want to write and tell me that the course of true love never runs smooth, or maybe there's a topic in the console world that's gnawing at your carpet slippers, drop me a line at the address on this page. A photo of you wearing see-through jim-jams guarantees a reply.

The staff of life

Dear Gut

I'm going to ask you a few questions, but I won't mention that blue spiky thing or that fighting game. I *was* going to buy an Amiga, but changed my mind. I bought a couple of issues of AMIGA FORCE and noticed Steve Shields was the editor and Phil King, Ian Osborne and Mark Kendrick also work on AMIGA FORCE. Why on earth did they leave SEGA FORCE?

Who was the editor after Chris Knight, because, when he left, there was no mention of an editor until Steve Shields' name appeared in Issue 19. How long have Tim Hirschmann and Kevin Bailey worked on SEGA MASTER FORCE and SEGA FORCE MEGA? I noticed you said thanks to them in Issue 18.

I buy SEGA MASTER FORCE and I must say I'm a bit disappointed (I think that's how you spell it!) Ade doesn't work on that mag. I'd have thought, seeing as Ade is the most trusted reviewer and second most popular writer, after you, Gut, he'd work on both mags like the rest of the team? I suppose there's a good reason why he doesn't.

I feel sorry for you, Gut. Why? Two reasons. Firstly, because you have to sit and read long, boring letters (like this one!) all day and secondly, there's no photo of you in the mag! The other lads have got one. You won't get girls (or boys for that matter — this *is* the Nineties, you know?) writing to say how cute you are.

I read in the Pen Pals section, Issue 19, that Ade was a product of your evil mind and doesn't really exist. You must have a good imagination! I'm going now — bye!

Miss ?, Birmingham

Dear Miss ?

No wonder you won't reveal who you are. Strewth! I dread the day you sit next to me on the Number 9 bus. You're chuffin' nosey, aren't you? I'll make sure I stand by the driver, otherwise you'll have that big hooter of yours buried in me Jackie Collins.

Well, well, well, I went on about mistake-spotters in Issue 1, it seems we have a member of the SFM posse who's interested in the movements of our staff. Actual movement from place to place, not movement of the bowel variety.

Win two weeks in the Costa Brava with Take This!

Have we got something special for you this month (errrr... no, probably not —Ade). Take This, Ludlow's new teen heart-throb pop band, are offering a lucky SEGA FORCE MEGA reader the chance to join them on Spain's Costa Brava where the group will film the video to their forthcoming single, *Why Can't I Rake Up The Pooh?*.

Band members Robby, Bobby, Nobby, Slobby and Yobby are well on their way to success. Their last two singles, *Could It Be Tragic?* and *Spray* reached dizzy heights in the charts — 103 and 119 respectively. If you win the coveted Letter of the Month award, you'll be whisked off on an all-expenses trip to be with the band, who don't smoke, don't do drugs and, God forbid, never smash up hotel rooms.

'We're very laid back,' says lead singer Yobby. 'I think the nearest anyone in the band has come to showing real anger is the day Nobby stomped on a pedestal mat in the Gents. That's only because someone had put the hand-dryer into reverse and it sucked a hole in his new Armani T-shirt. We're just one big happy family. This lot are like brothers and sisters to me... (yeuch! I'll interrupt this boxful of stomach-churning schmultz to let you know the prize up for grabs is a SEGA FORCE MEGA T-shirt and binder, though I'm sure you knew that already —Ade).

Get your letters into **GUTTER SNIPE, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**.

You've bin framed!

This creature is **Tim Seagrove** from **Horsham** in **Sussex**. If you recognise this person, please DO NOT approach him. Not a very flattering piccy, Tim. Hardly a candidate for the Open University is he?

Tim doesn't know I'm using his picture here. It was originally sent with his high score for *Sonic*, but seeing as we don't have a high scores section any more, I popped Tim in my drawer and forgot about him. Poor chap hasn't had any oxygen in weeks! Tongue's hanging out, bless him. Anyway, Tim, you've had your five minutes of fame, now knob off and stop hogging the box.

If *you've* an embarrassing picture of yourself, member of your family, mate, boyfriend, girlfriend, lollipop lady etc etc, send it in to me and you stand a chance of winning a MYSTERY PRIZE. It's *that* mysterious, not even *I* know what it is. The address to send your snaps to is: **GUTTER SNIPE, YOU'VE BIN FRAMED, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Send an SAE if you want the piccy returned. Send a Funnel Web spider if you don't.

letters

What else do you do for a living Miss ? — collect margarine tubs?

Phil King, Ian Osborne and Mark Kendrick left SEGA FORCE to work for ZZAP! 64, now called COMMODORE FORCE. With the arrival of AMIGA FORCE, more staff were needed in the 'dungeon', as we call it. Steve came along with his sandwich box and pump bag to be Managing Editor of the two Commodore titles.

After Chris Knight left SEGA FORCE, our Publishing Director, Roger, acted as Editor (and a very good actor he is, too. Do you know, in the early days, he was Bernard Cribben's stunt double in The Railway Children? A staggering performance). Steve's oxygen supply was getting low, so he popped upstairs to become Managing Editor of SEGA FORCE MEGA and SEGA MASTER FORCE. Tim's been with us for about four month's and Kev, our own little pot pourri, has now gone on to bigger, better and sweeter things.

The lads have tried to expose me several times, but this is a family show and WH Smith's would strike us off their list. I don't mind reading huge letters as long as the author has something interesting to say. I'm not particularly interested in nuclear war or peg bags.

As for Ade, he smells like a wrestler's armpit, but we love him. **GS**



Button up

Dear Gutter Snipe

I think SEGA FORCE MEGA is excellent. Please keep up the good work. Could you answer these questions for me?

Will we need a six button joypad to play *Mortal Kombat*. Which platform game do you reckon is the best: *Cool Spot, Tiny Toons* or *Bubsy*? Which is the best out of *Mortal Kombat* and *Street Fighter II*?

Mr(s) Nobody, Anywhereville

Dear Mr(s) Nobody

Lovely letter, smart paper, nice handwriting, but no name and address. Don't forget, folks, you won't be a contender for Letter of the Month if I haven't got a few personal details, like what you get up to on a Saturday night and whether you're Aries and can't stick cabbage.

You don't need a six-button joypad to play Mortal Kombat. *As for the best platform game, it's a close thing between Cool Spot and Tiny Toons — the former gets my vote. I haven't played* Street Fighter II *so I can't comment, but fear not, there'll be plenty of comparisons between the two beat-'em-ups when Chun-Li and friends arrive on the scene.* **GS**

THINGS THAT MAKE YOU GO 'HMMMM...'

A bloody Mary, please

Dear Gut

I'm writing with regard to the things Mary Whitehouse's gang said about *Mortal Kombat*.

They reckon games in general aren't good for anyone and fighting games induce violence in children. I don't agree. I think game producers simulate violence so children don't have to go out on the streets and fight.

Mary and her gang must have had a boring childhood. It seems they want the children of today to be brought up the same way. Well, tough luck, Mary, 'cos we just wanna have fun.

Andrew Hill, Bolton

Dear Andrew

When I were a lad, we used to sit in our t'living room, stare at a barrel, whittle t'wood and talk about t'Yorkshire. Them were t'days.

In my opinion, and these aren't necessarily the views expressed by Sega or our Publisher (phew! Hope that keeps our lawyers off me back!), consoles keep folk out of trouble. Many more youngsters could be out there smashing shop windows, mugging old ladies and worrying sheep; instead, all the likkle boys and girls are indoors, tucked up in bed with their consoles playing Sonic The Hedgehog. *What harm is there in that?*

I'd like to know what the older generation think. Are you adverse to computer games? Parents — are games such as Street Fighter II *and* Mortal Kombat *turning your loved ones into proper little devils? Drop me a line.*

And the next time you get the Thorn Birds *on video, let me know.* **GS**

So now you've read what got Andrew Hill's goat up this month (you got yourself another mention there, Andrew, I'm being far too generous. Don't think it'll happen again, me lad). If you'd like to comment on what Andrew Hill (d'oh!) had to say, or maybe there's another topic gnawing at Grandad's begonias, scribble your thoughts down and send them to me at **GUTTER SNIPE, THINGS THAT MAKE YA GO 'HMMMM...', SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.** I'm panting by the letter box, dear reader, I'm panting.

Constructive criticism

Dear Gut

I've a few rather simple questions for you to answer and the odd point to raise. What's happened to your lovely (or should that read 'previously lovely'?) magazine? The ratings boxes aren't as informative, the reviewers' boxes have lost the mugshots and quotes. Why are there so many mistakes now? No, I'm NOT a mistake-spotter, but because there are so many, it's not hard to miss them.

I like the new tips section, though. There are loads more tips, but couldn't you put a contents thingy on the first page? I'd like to know if there's a cheat that would be useful to me without having to look through hundreds of others. I like the buyers' guide — very informative.

Good to see *Street Fighter II* and *Mortal Kombat* are both due out on the MD. How much will MK cost? do you think I should buy MK when it comes out or *Tiny Toons*?

Please don't take the first few comments the wrong way. Your mag is still great. There are just a couple of things in need of adjustment. Thanks for your time.

Stefan Knight, Reigate, Surrey

PS Please can you print this as I've never had one of my letters in a magazine before.

Dear Stefan

Most of us are a wee bit adverse to change at times. When something we've been comfortable with for a long while suddenly alters, it takes time to adjust.

I remember when the bus depot in Wolverhampton had its facelift, old ladies were flinging themselves on the tarmac, right in the path of oncoming vehicles, screeching, 'The grannie under the bus goes squelch, squelch squelch... squelch, squelch, squelch...'

The ratings boxes have been made easier on the eye because every last detail you need is offered by our reviewers in their comment boxes. Look at some mags, they have so many dials, buttons, knobs (and that's just the staff writers), squiggly lines and graphs, the whole caboodle's far too confusing. Just for you, there's now a contents box on the tips intro page.

Oi! What do you mean, 'mistakes'? Ade's been through each issue with a fine-tooth comb, missing last week's episode of The House of Elliot. Read my lips, kiddo, 'NO MISATKES'. It'd be nice to know what the rest of you think about Stefan's comments. Agree or disagree?

Mortal Kombat, we're told, should have a £49.99 price tag. As for which is best out of Tiny Toons and MK, well, if you're a platform fan and beat-'em-up freak, buy both. The games are excellent examples from each genre.

Nice to hear from you and thanks for the fish... **GS**

Streets ahead on price

Dear Gutter Snipe

I've just the one question for you, so I'll make it snappy. How much will *Street Fighter II* cost, including two six-button joypads?

Well, there you go. Didn't cause too much stress, did it? If it did, write to me and I'll send you something squishy.

Aidan Hampson, Southampton



Streetfighter II (the Champion Edition that is) should see the light of day in the very near future so a clean pair of undies wouldn't go amiss!

Dear Aidan

If I'm not mistaken, you asked two questions there. I may be wrong, but I could've sworn I spotted two question marks.

The last word from Capcom was that MD Street Fighter II *will cost £59.99. We'll let you know if that changes.*

No firm news on the six-button joypads. Sega will be completely hatstand if they don't package at least one pad with the game. You definitely won't get two. Come on — do you think Sega are made of money?! **GS**

Tips on tap

Dear Gutter Snipe
I know your mag is the best ever — it's a way of life. For my sake, could you please make a big effort to print cheats for *Shinobi* and *Ghouls 'N' Ghosts* because I can't quite complete them. Good luck with your two Sega mags.

Shaun Rafferty, Ilfracombe, Devon

Dear Shaun
I'm not your man, I'm afraid. Gardening tips, teach your squirrel Punjabi, how to comb over the bald patches on the tyres of your Austin Allegro — I can tell you the lot, but playing tips, I'm an absolute bozo when it comes to playing tips. If you write to our Playing Tips department, the head honcho there will point you in the right direction. I've passed your letter on, so keep your eyes peeled. Help could be on its way. **GS**

How low can you go?

Dear Gutter Snipe
I've read SEGA FORCE from Issue 14. After purchasing every rival mag, I think SEGA FORCE is the best. I'd first like to complain about an unfair review and then hopefully you'll answer a few questions for me.

The review in question is *Final Fight CD*. I bought this great game a couple of weeks ago before your mag reviewed it. I usually wait to see the games in SEGA FORCE before I buy them, but I'd seen three reviews of *Final Fight* and the lowest rating was 94%. After playing it for a while, I was pleased the three reviews had been accurate.

I was appalled to see you gave it 86%. This is far too low. You gave a higher mark to MD *Streets Of Rage II*. *Final Fight CD* is just as good, if not better. Paul's personal rating of 82% is way too measly and should be given to a game as crap as, say, *WWF*.

Don't think I'm a gaming amateur. I have over 60 games for my MD/M-CD, including *SOR II*, *Flashback* and *Tiny Toons*. *Final Fight* is definitely the best game I've played on the Mega Drive.

After all that criticism, a few questions. Will *Pit Fighter*, *SF II*, *Mortal Kombat* and *Thunderforce V* appear on Mega-CD? Are there any golf games due out for the M-CD? Is *Secret Of Monkey Island* any good? Are there any good Mega-CD RPGs being released?

David Bentley, Haworth, West Yorkshire

Dear David
You say Final Fight's *the best game you've played on the MEGA DRIVE. Remember, it is a Mega-CD game. It's definitely a cracking beat-'em-up, but we think the M-CD can do better.*

We weren't the only mag who gave the game a mark in the 80s. I spotted one or two other reviews with 85-plus ratings. Apologies if the mark came as a shock, but at the end of the day, it all boils down to personal opinion.

Pit Fighter *and* Mortal Kombat *are due on Mega-CD in 1994. Not sure about the other two. No news on Mega-CD* Street Fighter 2. *Capcom would be mad not to produce a version.*

There's not much more game companies can do with golf on the MD, so I'm sure there'll be a Mega-CD golf sim on the shelves some time next year. I've not played M-CD Secret Of Monkey Island. *It's not even down on my British release schedule.*

There are plenty of Mega-CD RPGs over in Japan but the majority won't make it to these shores. We'll let you know which Jap roleplayers get a UK conversion. **GS**

Let the cat out...

Dear Gut
I'm a fond reader of SEGA FORCE MEGA — NOT! I just go into my newsagents and buy any Sega mag that looks good. Anyway, I like your mag. Could you answer a few questions?

Firstly, which would be a better investment, a Mega-CD or a Home VR System? Secondly, I've read Atari are bringing out a 64-bit machine at the end of this year. Is this true? How many weeks has *Sonic 2* been in the Top Ten charts? Finally, where's the best place to buy a reasonably cheap Mega-CD?

Gerald Yhip, Catford

Dear Gerald
Not sure whether I know anything about this Home VR System you mention. If it means you can watch videos of your kith and kin on the beach at Bognor Regis, I'm all for it. If you're into serious gaming, get a Mega-CD. You may mean Sega's VR system, in which case we haven't had a gadget in the office and, as Steve was refused entry to the Sega VR booth at the CES show in Chicago (not because he ponged like a porcupine's penis, it was because he was a British journalist can you believe?!), we can't really say whether the set-up's any good.

Atari are releasing their 64-bit machine, the Jaguar, in time for Christmas. Hey! Hang on a sec, how do I know all this? I work for a Sega mag! I haven't seen any software for it yet.

Sonic 2*'s been in the Top Ten since its release last November. Check out the ads in SEGA FORCE MEGA for a good price on a Mega-CD. Many of the major high street stores sell the machine for the same price but specialist console game stores usually sell the machine a bit cheaper.* **GS**

THINGS THAT MAKE YOU GO 'HMMMM...'

Crap attack

Letter of the month

Dear Gutter Snipe
I'm writing to complain about the pile of crap games around at the moment. I've a solution to stop these turnips being sold for more than they're worth. They should be tested by an independent group of games-players and, if deemed crap, should never be released.

Another alternative would be to link up with a mag, such as yourselves, and print your final Force rating on the front of each game's packaging. I know these ideas would mean fewer games reaching production, but eventually standards would rise.

Tom A Murphy, Limerick, Eire

Dear Tom
It's a good job your surname's not Toes. Geddit? Tom A Toes! Well, it's the best I could do. I'm writing this first thing on a Monday morning — gimme a break.

I like your ideas, the first one especially. A few companies employ game-testers to check out a cart before it goes into production. However, they usually only try out a game to see if they can find bugs and aren't really there to say whether a game's good or not. Virgin invite school children to their offices and record the feedback as the kids are playing the games.

I know what you mean, though. I sometimes wonder how boffins at some companies have the nerve to look at a pile of dog's doings and say, 'Yeah! I really think we've got something here. Let's release it!' I doubt whether a software house would print our Force rating on the front of their packaging if we thought it was a pile of cack. Game companies will only use comments and review marks praising their product. That's business, me fella, me lad.

Anyway, I like your comments. I'll put you on the list for a SEGA FORCE MEGA T-shirt and binder. Congrats.

Oh, by the way, those of you who've received my Letter of the Month accolade and still haven't had your goodies, fret not. There's been a delay in despatching the T-shirts and binders. One-eyed Nel at the warehouse has eloped with the fork lift truck driver, so none of our prizes have been sent out. Sit tight, they'll be with you just as soon as we find where Nel's stashed 'em. No, seriously, if you have won a T-shirt and binder, please be patient, we haven't forgotten about you. Honest. **GS**

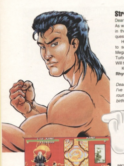
Wise Words

Time waits for no man, especially not the SFM crew when approaching deadline...









Streetfighting update

Dear Gutter Snipe
As well as letting you know your mag's the best in the universe, I'd like you to answer a few questions.

How old are you? If over 40, lie and say 21 to save embarrassment. How much will the Mega-CD 2 cost? Will *Street Fighter II* be the Turbo Edition as well as the Champion Edition? Will there be a *Cool Spot 2*?

Keep the mag looking good.

Rhys Davies, Downend, Bristol

Dear Rhys
I've forgotten how old I am because no one round here can be bothered to celebrate my birthday. They must belong to a weird religious sect or something.

I'm told the Mega-CD 2 is cheaper to produce than the original. Hopefully, when it's released before Christmas, the price tag should be just over the £200 mark.

We broke with the news on Street Fighter II *last issue. The game will be 24-Meg, called* Street Fighter II: Special Championship Edition *(let's hope the title doesn't get any longer —Ade). Five turbo-speed settings are planned and a unique Tournament mode are planned, not seen in any other version. Any of the 12 fighters can be played. The UK release date is the last week of October.Yes, a follow-up to* Cool Spot *is planned. I think our little red friend is on his way to Hollywood. No news on a release date yet.* **GS**

WISE WORDS

No news means a crap week in *CTW*

Open up your heart to the one you love, but make sure that you're insured first!

Video nasties

Dear Gutted Snoop
Gaze into my crystal ball, oh miserable one, for I have forseen the future. A newspaper article will appear soon after the release of *Mortal Kombat*. Read on...

'Last night, a 16-year-old boy was arrested for the grisly murder of a classmate at a north London comprehensive school. In a revenge attack for a remark made about his gerbil, pupil Danny Stafford attacked fellow sixth-former, Steve Harris, pulling off his head, taking his spinal column with it.

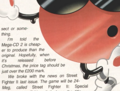
'When questioned by police, Stafford admitted he had learned the move from the video game *Mortal Kombat*, where players defeat their opponents with a variety of horrifying manoeuvres. MP Eric Waffle issued a statement immediately: "We must ban video games — NOW. It is clear they're the source of all evil. Without them, the world will be a happier place. Countries will stop warring and everyone will love each other."

'When asked if he had seen a video game, Mr Waffle replied, "No, but I'm right — ask my wife." We haven't seen the game either, but we're pretty sure we wouldn't like it, that's why we're writing this article. We, the Press agree with Mr Waffle. Anyway, we're crap at games and don't see why other folk should have any fun.'

Phew! Revealing stuff, eh, Gut? Personally, I can't wait for the game to come out. There's nothing better than a good old gore-fest to bring a family closer together.

Now, where did I put that chainsaw?

Alan Holloway, Bristol



Kombat the price

Dear Gut
I read through your September issue and saw the rather excellent-looking *Mortal Kombat*. I thought, 'Yeah! Wow! What a really cool game, I've got to get it!' Even my dad was impressed.

Then I saw the price. Aaaarrrrggghhhhh! 50 QUID? Get lost. There's no way I can afford that. Why does the game cost *so* much? Surely Acclaim could bring the price down to outsell the hyped-up *Street Fighter II*?

Can you please ask Acclaim why such a brilliant game has to be so expensive?

Martin Adil-Smith, Ickenham, Middlesex

Dear Martin
Game companies have been a bit crafty of late. They've caught us out a couple of times. At some point, somebody must have said, 'Right, we're producing games with more memory, more Megs and all that jazz, let's put up the price.' So instead of £39.99, games from some software houses are retailing at £44.99 and £49.99.

The price is due to a number of things, the size of the game, the cost of the license,- the hype etc. etc. It's the same with most things, if you want the creme de la creme in life, you've got to pay that little bit extra.

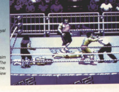
We tried to help things a long a bit by giving away a Mortal Kombat *arcade machine in Issue 2. I hope you entered the competition? God knows how we're going to get the thing into the winner's bedroom. Looks like we'll have to demolish their house. Ho-hum. Ade and his wacky ideas.* **GS**

Get ready to rumble

Dear Gutter Snipe
Have Sega decided to release *WWF Royal Rumble* on the Mega Drive?

Bernard Lay, Dublin

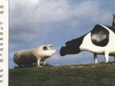
Dear Bernard
Short and sweet, rather like myself. It's Acclaim who are behind WWF Royal Rumble. The game's due out around September/October time. The lads will be pestering Acclaim for the review next ish. **GS**



Dear Alan
Put that crystal ball of yours into Full Tilt, would you, and tell us who's going to win the 2.30 at Epsom next Saturday.

You don't have to be Albert Einstein's second cousin twice removed to realise someone's going to kick up a stink when Mortal Kombat *hits the shelves. The one thing the press and the MPs forget when they sit there, spouting on like an out-of-control hosepipe, is all their talk and waffle only goes to hype the game even further, while Acclaim stand on the sidelines, rubbing their hands because the money starts rolling in.*

As you say, many of the MPs don't even get to see the game they moan about. Ooops! Getting a bit political here. My name's Gutter Snipe. Good night. **GS**



Wot no pics?



Yo Gut!
I've been reading your mag since Issue 3 and have decided to get my name in these hallowed pages. Questions first, grovelling and praise later.

Which game should I buy for my Mega Drive, *Jungle Strike* or *Flashback*? Will you bring back your 'Off the Wall' section. I was sad to see its departure. Do I get a T-shirt for the lovely piccy I've sent? If not, refer to the next line.

I think you've done a grand job with the new mag, especially *your* section.
Brian, Edinburgh

Dear Bri
Sorry, mate, can't read your surname. I bet it's something famous like Minnelli, or Goddard, or Smith. Jungle Strike *and* Flashback *are both excellent games. Buy* Flashback *first, then save your pennies and get* Jungle Strike.

The 'Off the Wall' section won't appear in SEGA FORCE MEGA. I'm considering an alternative. Stay tuned.

No, you don't get a T-shirt. More like a clip round the ear with a fishmonger's braces. Oh and Brian, thanks for just being you. **GS**

WHAT'S IN

Postcards from Lanzarote
Haagen Das icecream
Take That — again!
Cool Spot
Beavers



WHAT'S OUT

Postcards from Clacton
Brussel sprouts
Danni Minogue's hair
Pony Tails
Paul Wooding

They came through the post

Hurrah! It seems I've finally stamped out that deadly strain of bacteria, Tacki Postcardi. There appear to be no God-damn awful tacky postcards in this month's mail (maybe that's because the last two competitions required our readers to cut out a coupon and pop it in an ENVELOPE —Ade).

So this ish, I've found a 'far from' tacky postcard. In fact, it borders on the cute. The pig and the cow you see in the picture are in the process of testing a new breath freshener and the chicken's just along for the ride.

Thing is, the card just appeared on my desk with no name and address on t'other side, so I'm completely in the dark as to who sent it in. If you recognise the pic, drop me a line and I'll lob you a MYSTERY PRIZE.

Remember, when entering one of our compos, attempt to dig out the tackiest postcard you can find (check down the back of your settee if I were you) and there's every chance your malevolent mail will finds its way into a box something like this.

Not too sure about the colour, Mr Designer. Think we'll try puce next month.

Good god! Is *that* the time? I was just starting to enjoy meself.

I asked you last month to tell me the time *Crackerjack* was broadcast on a Friday evening. The answer — five minutes to five. OK — get this. Where did Mark from *EastEnders* go to school? Think about it.

Right, I'm off. The kitchen cupboards need a good going over. See you later.

Handy Hints

'Oh Sue, I'm tired. My lavatory smells, the window cleaner keeps whistling "Nellie Dean" and I can't for the life of me think where I've put this week's copy of *The People's Friend*. I need a holiday.'

'Now, now, Jean. It can't be all that bad? Tell you what. Why not have a nosey through SEGA FORCE MEGA's handy hints. They're sent in from complete saddos up and down the country, who do absolutely nothing but watch daytime television and run to the Social Security screaming they haven't got a cooker, or windows.

'And if *these* hints don't work, we'll ask all the lovely folk reading this to stop picking at their candlewick bedspread, grab a pen and a piece of paper and scribble down the odd handy hint or three to put other readers' lives back on track. The address to write to is **GUTTER SNIPE, HANDY HINTS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**.

'Ooooh! Look, Jean, they had me talking in bold type then. You see, something surprising *always* happens to brighten up my day.'

'Oh, shut up, Sue and give us a kiss.'

Carpet calamity

Is your carpet *so* thin your neighbours can hear you bounding about the house? Kid them into thinking you've three-inch thick Axminster by tip-toeing quietly around the living room.

On golden pond

If your friends and family are Torville and Dean fans, invite them round to a food and wine evening, place your stereo in the back garden, play that bum-waggling *Bolero* song and let the happy throng watch the pond-skating insects as they lap up all the attention.

Bats in the belfry

If bats are nesting in your attic, why not renovate your whole house? A clock tower, a series of bells, a couple of gargoyles and the odd campanologist and — hey presto — your very own 16th century church, complete with authentic flying mammals!

Shirking work

Want to fail a forthcoming job interview? Tell the interviewer on your way out he/she is a sad old git with no dress sense. Works every time!

TMNT: Tournament Fighters

Konami ● MD ● Out: TBA ● 8 Meg

Those pizza eating, karate kicking renaissance turtles are returning to the Mega Drive courtesy of Konami. In a follow up to the last turtle smash hit Hyperstone Heist, our heroes are called upon to fight their way through eight different planets of the dimension X.





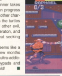
Within the game you can select a one or two player option, which allows you to scrap your way across this alternative dimension alone or against a friend, or you can choose to fight it out in a special tournament, which decides who is the most powerful fighter.

The turtles have always been able to fight on just a few mouthfuls of pizza, and this all-action bash-'em-up is no exception. Each turtle carries his usual weapon. Leonardo favours the large range of the Katana swords; Raphael likes to get in quick with his Sai daggers; Michaelangelo has always preferred the skill of the ancient Ninja Nunchuka he carries and finally Donatello is a match for anyone with his huge Bo. However, in this adventure you are also able to take the part of one of four other characters, including Casey Jones!

The twist in this game is that the turtles are no longer working as a team. Instead, its a free-for-all with only the toughest left standing. You could be called upon to pit Donatello against his best friend Leonardo if the situation arose. It's a great idel that's certain to provoke arguments about which character is the toughest.

Each fight is a best of three, winner takes all. Beat your opponent and you can progress to the next round, to face any of the other characters left in the contest. As well as the turtles you will come up against a host of other evil, merciless adversaries, such as Triceraton, and even Krang's android, who fires heat seeking missiles.

The concept behind this game seems like a winner. It's due out over the next few months and looks like being a no messing, ultra-addictive beat-'em-up. So grab those joypads and don't worry about the pizza getting cold! ■



Raphael against Raphael? Surely that can't be right?





Choose a planet and prepare to face the consequences.

Take that sucker!



Bottom Right: Another Win! Now that's what we like to see.



Leonardo and Raphael fighting? Whatever's the world coming to?!

Triceraton is aiming to scare Leonardo out of his shell!



Pamprana Cotton

Success ● MD ● Out: Autumn, (Japan) ● 8 Meg

And yet another sequel! But this time there's a twist, not only because we have two female heroines but also because of the new view that the game employs.

The original Cotton was an arcade coin-op made by Sega. If featured Cotton, a young witch on a flying broomstick, accompanied by Silk, a delicate fairy. This game was strictly a side-scrolling shooter in which you controlled Cotton while Silk tagged along for company and support. It's obvious from the screen shots that this game isn't a side-scroller, it's a 3D shooter (Alright, so it's not a twist but a 90-degree turn).

Rumoured to be able to perform the most outlandish feats with their fists, this is one game that we're looking forward to!





Cotton and Silk inhabit a world of magic and fantasy that is protected by seven willows. A black angel, Wool, sets fire to these willows wreaking great havoc on the land. This act of treachery unleashes foul monsters who have been kept at bay by the power of the seven willows. Cotton, accompanied by Silk, must fight her way through seven stages of cute, pastel-coloured lands against fantastical creatures summoned forth by the dark powers of Wool. After freeing the seven willows from the clutches of evil beings, the odd pair must take on Wool and her overwhelming magical powers. Although both Cotton and Silk are on the screen at the same time, you can only control Cotton as this is for a single player only.







Besides the usual shooting, Cotton and Silk can cast powerful spells to get out of seemingly hopeless situations. Even then you'll need to rely heavily on quick reflexes and deep concentration to avoid defeat. Don't let the cute looks and the inane storyline fool you — the gameplay is very demanding, sort of as if the antique Space Harrier was redrawn by Disney artists!



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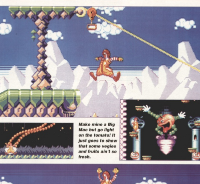
While out on a walk in the woods, Ronald McDonald finds a scrap of paper that appears to be a map. Being an adventurous kind of fellow (definitely in terms of clothes sense anyway!), Ronald decides to see where the map will lead him.

McDonalds Treasure Land Adventure

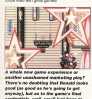
Mega Drive ● Sega ● Out: Sep 23 (Japan) ● 8 Meg

So off he goes on his merry way on a quest that could end up just about anywhere. And, in fact, it does. In the first three stages of this vividly coloured, side-scrolling action game, he visits a magical forest, town and sea where he comes across hordes of very silly and wonderful characters, including some familiar McDonald;s 'characters' such as the Hamburglar and the Grimace. At the end of each of these stages Ronald must fight seriously weird bosses like a goofy tomato and a wonky pirate whose face is a lip. By defeating the bosses, Ronald collects more pieces of the map.

This game is delightfully well-made with large characters that are imaginatively designed. The many traps and tricks are cleverly configured, but there aren't too many that are downright infuriating - the emphasis is on fun, not a ridiculous challenge. The quality of this game really shows, but then this should be expected as the programming is by Treasure, a new Sega licensee that's also got Gunstar Heroes coming just two weeks before this. The people behind Treasure are all veteran programmers and designers who made their mark at Konami with the superb Contra series for Nintendo machines, among a host of other top-selling Konami games. With new, innovative software developers like Treasure entering the fray you Megadrivers can look forward to a future filled with great games!



Make mine a Big Mac but go light on the tomato! It just goes to show that some vegies and fruits ain't so fresh.



A whole new game experience or another unashamed marketing ploy? There's no doubting that Ronald looks good (as good as he's going to get anyway), but as to the game's final credentials, well, you'll just have to wait with the rest of us.



Shining Force 2

Mega Drive ● Sega ● Out: Oct (Japan) ● 16 Meg

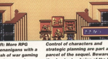
Coming soon, the sequel to the swords and sorcery game that combines the best parts of RPG with war simulations.

The story is pure RPG - in a mystical land inhabited by wizards, mages, centaurs, dragons and other magical beings, a young swordsman leads a force of light against the massed minions of an ancient evil. The game system itself is an unadulterated war simulation; you move your characters one at a time to strike blows at enemy characters on a field map. The game requires strategic planning and decisive tactics for victory. For a real change of pace from typical Japanese RPG's, this is worth checking out.











Left: More RPG shenanigans with a dash of war gaming confront you in Shining Force 2.

Control of characters and strategic planning are part and parcel of the sequel. Beware of the Jap text — being of the RPG ilk, the text is quite important!

Trouble Shooter 2

Mega Drive ● Sega ● Out: Sep 23 (Japan) ● 8 Meg

This is the sequel to the side-scrolling shooter featuring two girls, Maria and Mania, packing serious weapons.

The two girls fly on jet packs worn on their backs. Mania is a blonde-haired girl armed with a mean machine gun while the dark blue haired Maria operates a stubby bazooka. Although this is strictly a one-player game, both girls appear on-screen. You have control of Mania, Maria acts on her own to keep Mania's back covered or goes out front to block shots.

This game is set a few years in the future in Japan. Mania is wanted dead or alive, preferably dead, by a mysterious religious cult. To achieve their nefarious objective, the cult has summoned forth magical beasts from ancient Japan and made them over with high tech mechanisms as bio-mechanoid monsters. Nasty lot, this cult.

In the first stage Mania has to fight the cult's henchmen on her own up alongside a Shinjuku skyscraper. At the very top, she comes face to face with the stage boss, the ghost of Don Morgsteen, the final boss of the original Trouble Shooter. Given his past credentials this stage boss is wickedly strong. Mania looks doomed to lose it right at the first stage. But salvation comes unexpectedly — Maria literally crashes onto the scene, bursting through a plate glass window to provide her much needed assistance, doing some serious duffing up.

In later stages, the two girls face a motley crew of weird enemies, including a basketball tossing robot, a huge trailer from hell and even a barrel throwing dharma (Just what is a barrel throwing dharma? - Editor)

Offering a strangely unhinged mix of modern technology and traditional Japanese motifs, this shoot-'em-up promises radical gun action and off-the-wall humour.



Prepare yourself for some serious action, blasting and lots of trouble shooting in the all-new Trouble Shooter 2.

Socket

Vic Tokai ● MD ● Out: Late Sept (Japan) ● 8 Meg


Get ready to sock-it to them with Socket!

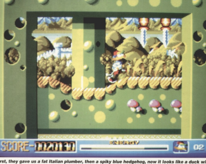
Late in the 30th century, the Time Dominator, a brilliant criminal mastermind, has succeeded in creating a dimensional travelling machine that can transport him through time.

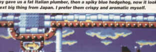
Using this machine, the Time Dominator embarks on a furious spree of thievery that spans the ages. Unfortunately, his stealing of precious arts and objects of the past alters the future with disastrous consequences. The one person (?) capable of putting a stop to the mad genius's wicked manipulations is Socket, a duck-like member of the Dimensional Patrol.

Socket is one speedy character. He can blitz around at speeds perhaps equal to even Sonic. However, his speed isn't unlimited, the faster he zips around the more energy he uses. Fully charged at the start of each stage, Socket must keep replenishing the power he burns as he progresses. He also uses some energy when he puts away enemies by delivering shocking electricity kicks. He therefore must fine energy recharging items in his pursuit of the time-travelling thief.

There are seven rounds in all, each with three stages, these being High Speed Zone, Athletic Zone and Labyrinth Zone. There are also Special Zones and the obligatory boss zones where Socket has to fight the weird and wacky henchmen of the Time Dominator. There is also a Time Trial Mode where the object is to complete one of seven High Speed Zones in as short a time as possible. In this mode, no enemies appear, so the focus is entirely on how fast your little legs can go.

Featuring excellent cartoon graphics in vivid colours coupled with zippy gameplay should add up to make Socket a big winner in the Sonic mold. Incidentally, this cart is known as Time Dominator in Japan, so beware if you buy imports!





First, they gave us a fat Italian plumber, then a spiky blue hedgehog, now it looks like a duck will be the next big thing from Japan. I prefer them crispy and aromatic myself.



Bloodlines



Mega Drive ● Konami ● Out: unknown (Japan) ● 8 meg

Konami's gothic and spooky Castlevania series games were big favourites for Nintendo players. Now Mega Drive fans will get a chance to find out exactly what they were missing with Bloodlines, which is being prepared as Vampire Killer in Japan..

Bloodlines takes place in Rumania at the height of the First World War. Elizabeth Bartley, a female vampire, has been resurrected from the grave to once again strike terror into the hearts of the people of Europe. As her dark powers grow anew, the wicked vampire summons forth vile creatures of the night to populate her gruesome castle.

One of only two men can stop her hellish plans to reign as the mistress of the night. Johnny Morris (Wa-hey! Look out for the talking penguins of *Animal Magic*!), an American of British origin, who has descended from a long line of vampire hunters, sets sail from America together with his armory of deadly whips (that's not the Johnny Morris of my childhood). Eric Richard, a Spanish hero with a terrifying mastery of spears, seeks revenge for the death of his lover at the hands of Bartley.

The weapons of these characters become progressively more powerful by finding items. Johnny's whip is merely made of leather at first, but changes to a short chain, a long chain and finally a brutal psychic whip. Eric's spear also undergoes a similar transformation, from a wooden spear to a long spear, through a trident and ultimately a fire spear. Picking up items also lets you use other weapons such as axes, holy water and boomerangs. The heroes can also cast devastating spells when their weapons are at their most powerful. However, using spells costs money, so it's important to gather the jewels hidden in candles or those carried by the various creatures.

The games covers six horrifying stages where you will face ravenous hordes of fish-men, ghouls and other monstrosities. Before the final showdown with the immensely powerful vampire, you must overcome horrid stage bosses including a gargoyle, a golem, a haunted suit of armour and even a huge moth!

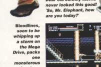
Gory graphics adorn Bloodlines - hopefully, the gameplay will be equally as gruesome!

This is one haunted house that needs re-'possessing'!

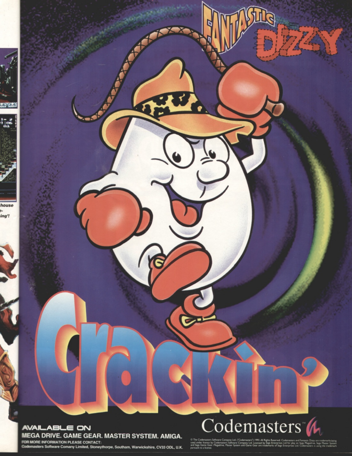


Dear old Johnny Morris never looked this good! 'So, Mr. Elephant, how are you today?'





Bloodlines, soon to be whipping up a storm on the Mega Drive, packs one monstrous adventure.



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reviews



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Our reviews contain a totally unbiased introduction — an in-depth look at the scenario, the full lowdown on the levels and details of key elements such as moves, power-ups and special stages. Then our reviewers write a critical comment — *their* thoughts on visuals, sound, how well the game plays. Is it addictive? Does the game offer value for money?

What makes these comments unique is that our reviewers also include a personal over-all percentage. These are reflected in the final rating. If a game is worthy of four or more pages, we'll include three, maybe four reviewer comments. These, coupled with our no-nonsense ratings box (forget graphs, dials and pretty patterns), give a true reflection of how the SEGA FORCE MEGA team feel about each game.

Who, What, When, Where, How much?

WHAT: the game name
ON WHAT: which system
THE OBVIOUS: blood, sweat and tears go into these
WHEN: the realese date
WHERE: who to get it from
HOW MUCH: the price
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You've heard of the wailing wall? Well, we've got one too, only ours is greeted with far more wails and much much less homage. Just too many late nights!

Mark Smith
Steve Shields
Chris Marke
Warren Lapworth
Marc Powell

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contents



Championshi

Practically everything you can think of in the wide world of sport is represented by some kind of computer simulation — from rugby to athletics, skiing to skateboarding and tennis to soccer, if you can play it for real, chances are you'll also be able to simulate the experience on your console. But until now there's never been a Sega ten-pin bowling game on general release…

The object is simple and, in case you've been living up a tree-house in Botswana for the past 80 years, here's the deal: Ten 'pins' (or skittles, if you prefer) are arranged in a triangular pattern at the far end of a flat, wooden alley. Usually four — but sometimes as many as eight — players have three attempts each to knock as many of these down as possible, which is achieved by rolling a large, heavy ball down the alley toward them. The most pins toppled in the fewest shots wins, all ten pins down with only one throw for a 'strike', all down in two shots for a 'spare'.

The skill is mostly involved with selecting a ball — there are a number of different weights, ranging from quite heavy to *ludicrously* heavy — the amount of spin given when 'throwing', and how fast the ball's sent flying toward the targets.

Only worth pin money?

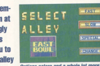
Well that much is straightforward, at least, but what scope does this leave for a simulation? To start with, there are the four characters to choose from, each with their own discernible differences. Then there's the ball selection screen, where you must decide which is the best weight ball to match a), your character and b), the type of shot you're taking, followed by the shot itself.

Left and right on the D-pad positions you in the alley then spin's placed on the ball — often by accident — by hitting the button to stop a swinging arrow to the left or right (or dead centre for no spin) of a marker. An arrow's stopped to aim the ball then another button-press halts a simple power meter.

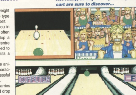
Score is kept automatically and primitive animations follow each throw, depicting the character of your choice rejoicing after a successful throw and, er, not rejoicing after a poor one.

A gully along each side of the alley carries the ball harmlessly past the pins if it should drop in — which happens with monotonous regularity in the real game — but in practice only the most ham-fisted players will experience such humiliation… ■

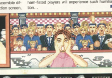
Fed up of flight sims? Sick of shoot-'em-ups? Then why not chance your arm at ten-pin bowling instead? Increasingly popular among beer-swilling Brits everywhere, now Mentrix allow you to enjoy the, er, thrills and spills of the alley in your own home…



Options galore and a whole lot more? Not really, as any who opt to buy this cart are sure to discover…

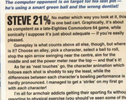


The computer opponent is on target for his last pin — he's using a smart green ball and the wrong dentist!





Way to go! The crowd — which is made up entirely of twins tonight — go wild…



STEVE 21% No matter which way you look at it, this is one bad cart. Graphically, it's about as competent as a late-Eighties Commodore 64 game, while sonically I suppose it's just about adequate — if you're easily pleased.

Gameplay is what counts above all else, though, but where is it? Choose an alley, pick a character, select a ball to roll, stop the spin arrow swinging near the centre, aim for the middle and set the power meter near the top — and that's it!

As far as 'neat touches' go, the character animation which follows each shot is shoddy to say the least, while the differences between each character's bowling performance is hardly pronounced. I managed to get a 'strike' on my first go with *each character*!

I'm all for armchair addicts getting their sporting fix without resorting to physical exercise (you should've seen some of the notes I forged for games lessons… masterpieces all!), but when the excitement offered can be rivalled by a wet Wednesday in West Grimstead, why bother?





ip Bowling

WARREN 34% I've never been ten-pin bowling — and if this is an accurate simulation of the sport, I never want to! It bored me literally within a few minutes of switching on the Mega Drive.

Other than a little shuffle to either side before beginning each shot, *Championship Bowling*'s controlled with the [C] button, so you can play one-handed (the other arm tied behind your back). You could even try it blindfolded, because the briefest glances at the screen are all you need to set accurate shots, it's that easy (Oi! Less of the bondage —Ed).

It's funny Steve should mention the Commodore 64, because about six years ago its first ten-pin game appeared. Called *Tenth Frame*, it had nifty animation, sampled effects and playability a notch or two above *Championship Bowling*. However, it was made available on a budget label a few years ago, for a few quid, which rather puts this new cart into perspective.

There are a couple of types of game, which basically affect scoring, and obviously playing against a friend increases interest a little. But lastability's still low because the alleys are almost identical, only needing a minor power setting adjustment to match the speed of a different one. I suppose it's a problem which can't be avoided with a bowling sim — so why program one in the first place?

I doubt that there are many MD-owning ten-pin junkies out there, so *Championship Bowling*'s doomed to an early grave. Smashed down in one ball, methinks.

Left: Choose your player from this immense range.

Above: The aim's been set, the spin selected and power cosen...

Celebrations are in order as the young hopeful in the haler-top makes a perfect score. ZZZzzzzzzzz

Championship Bowling

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27	Graphics
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33	Playability
22	Lastability

28

Mastered in seconds, boring within minutes, doomed forever

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Reader Survey

Reader surveys are very important to us magazine types. They present an opportunity for us to find out exactly how you, the readers, want to see your £2.25 spent each issue. There are a whole range of things that we're interested to find out about your interests and — more importantly — how well we cater for them. This particular survey is especially important to us because we're about to launch a second Mega Drive magazine — Mega Machines.

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Your views

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(8) HAVE A LOOK AT THIS ISSUE'S COVER. DO YOU:

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- ❑ Hate it

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Mega Machines

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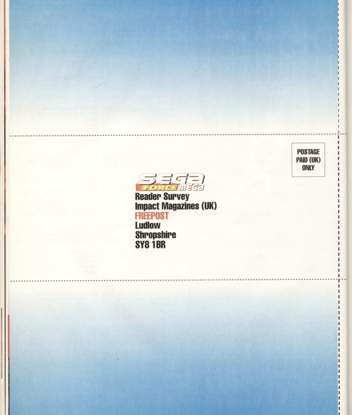
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Populous II Two Tribes

Simulations have been the staple diet of many gamesplayers since the home computer revolution began; sport sims, flight sims, war sims, just-about-everything sims all had their day. And then, with a roll of thunder and flash of light, came the god sim…

STEVE 83% If you've never played a god sim before, *Populous II* will have you both baffled and amazed. At first you'll be hard pushed to work out what the (heaven or) hell's going on, while a few hours later you'll be staggered by the sheer enormity of it all. It's huge!

Not the kind of game you just plug in and play, set at least an hour aside before sitting down for a session of deity domination. Trouble is, I found most of my time was spent in fruitless effort trying to access the correct icon. Why the cursor can't simply be moved under direct control of the D-pad (rather than cycling through the entire gamut of options each time) is beyond me, and the frustration factor soon rose to 'reset button' levels…

Despite this niggle, *Populous II*'s engaging and cleverly thought-out. You'll not see the final level of this one a week after purchase, no matter how omnipotent a player you become. Graphics are adequate with flashes of excellence, but the sound, while not necessarily awful, certainly grates after a while.

Above all, though, it was the control method itself which prevented me from becoming totally engrossed in the action. Too fiddly by half, I reckon — if *Populous 3* ever makes an appearance, I hope to god they tweak it.

Generally regarded as the godfather of all god sims, *Populous* was a masterpiece of modern programming in its time, providing that essential element on which all good (or even god!) sims rely: the fact that, however many times you play, no two games are ever the same.

Populous II has expanded upon the original theme with a wider range of options and adversaries. Gameplay remains very similar, though, so if you enjoyed the first instalment… you'll worship this!

The aim of the game is refreshingly simple: annihilate your opposing god's population completely, leaving only your own followers to inherit the planet. Earthquakes, fires, floods and storms can all be called upon to help you in your task, while the raising and lowering of the land mass surrounding your or the opposition's followers makes life easier or radically more difficult, depending on what kind of godly mood you're in.

Flat ground above sea level (preferably *high* above in later levels, when flooding can cause disasters of a genuinely terrifying magnitude) is essential if your population are to expand and prosper. Build mountains then flatten the tops for your own worshippers to settle on, and erode away your enemy's land mass to inhibit their growth.

Waiting for god — oh?

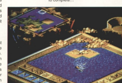
Options are selected via a menu system: just press the Start button to access the available icons, then again to activate them on the map. For example, hit Start and select the storm cloud, then press Start again to position the lightning strike cursor over the map. Select a rival worshipper or dwelling, position the cursor over it and press the [A] button for your chosen option to take effect— kazzam!

More God-like escapades await in Populous II. Raise land, level towns and generally have a jolly good time.

Each victory's rewarded with a password for the next level, and every new landscape offers its own unique problems. The various gods you lock horns with have their own types of worshipper, some aggressive, others less so. Each and every one has the annoying habit of doing everything and anything possible in order to save their souls, though, as do your own humble humans — killing 'em ain't always easy.

The range of options is, if not staggering, then at least adequate for your needs: turn one of your humans into a mighty warrior and let them loose to cause havoc over the countryside; make all your followers seek out new land on which to settle (they'll breed too, swelling your ranks); turn your followers into fighters and pitch them into battle; even place a special icon called the Papal Magnet somewhere on the landscape and instruct your followers to go directly to it — great for trashing entire towns!

A huge challenge that will appeal to strategy fans everywhere, *Two Tribes: Populous II* is a sprawling god sim that'll take an eternity to complete… ■





Seek out new land so that your worshippers may grow and prosper. The flatter the land, the more dwellings that can be built, but don't build too low otherwise the sea may wash it all away!

Use the selection of your powers to help you defeat the opposing worshipers. Bolts from the blue and floods of biblical proportions could wipe them out; spend too much time pampering your own worshipers, though, and the tables could be turned!

Populous II: Two Tribes

Virgin
£39.99

83	Graphics
65	Sound
80	Playability
97	Lastability

83

Another fantastic God-sim that will once more see you through to the early hours.

Out: October ☎ 071 373 3000



Jurassic

Is there anyone left on the entire planet who has not heard of Spielberg's latest box office smash? Of course there isn't! Well, as if you hadn't already had enough, you can now play the game of the film in the Mega Drive version of the outstanding thrill-a-minute *Jurassic Park*.

The game allows you to take one of two roles. In the first you can become paleontologist Dr. Alan Grant, while in the second you take the part of a cunning and surprisingly intelligent Raptor.

As Dr. Grant, you find yourself stranded deep within the park, after your car has been demolished by the vicious T Rex (Remember those awesome scenes in the movie of Rex setting about the cars, well watch something similar in the superb digitised clips that comprise the games intro). To make matters worse a violent storm has destroyed the electric fences that pen in the dinosaurs, so Grant has to fight his way through poison spitting Dilophosaurs, leech-like Compys, low-flying Pterodactyls and other prehistoric monsters to return to the other humans.

You begin your mission to escape the island deep within the jungle. Your first obstacle is a giant Triceratops, who will allow you to leap on his back to pass by as long as you don't antagonize him. Dr. Grant is not entirely defenceless. He has a wide range of weapons to collect as he moves around each level of this platform game. These range from tranquilliser darts to electric guns to stun grenades. None of these weapons will kill the dinosaurs, but they will incapacitate them long enough for you to pass by. If you should be bitten by a dinosaur there are also first aid boxes to be found, which will replenish your energy levels.

The familiar logo begins your prehistoric challenge

Raptor on the loose

The Raptor game runs along very similar lines. Obviously you are now a dinosaur hunting down Dr. Grant, but the platform levels are exactly the same in each game. The difference being here of course that, as the Raptor, you have to munch and maim the human guards, as well as avoiding the dinosaurs that attach you.

The Raptor has broken out of its cage after the failure of the electric fences. It is the perfect killing machine, allowing you to attack your enemies with razor sharp claws or bone crunching teeth. By pressing up and jump you can make the Raptor leap huge distances, which becomes especially necessary when you enter the power station on level 2. It is also important to remember that Raptors cannot swim when you enter the pump station. The Raptor must also feed, so be sure to eat the turkey drumsticks that can be found strewn along the levels (that damn Bernard Matthews gets everywhere!). You can also raise your energy levels by eating the pint-sized Compys.

Both playing the Raptor or Dr Grant presents you with the problems of a traditional platformer. The game will inevitably be a hit, simply because of the enormous success and hype that surrounds the film. However can the game be regarded as a worthy representation of the film? While our reviewers ponder that question I think its time for another Compy burger!

Welcome to Jurassic Park.

Now where has that Mr T. Rex got to?

...Oh, there he is!

Park

MARC 85% Well this is the game of the most hyped and possibly the most successful film of all time. I'm happy to say that, for a change, they have actually put a bit of thought into a film conversion rather than churning out the usual walk-along-and-shoot-things game. *Jurassic Park*, the game, is enjoyable to play and captures the mood of the film perfectly.

Don't be fooled by the hype surrounding *Jurassic Park* and ignore this as just another film tie-in .There is in fact a decent game hidden inside — it's like a Flashback with dinosaurs. The game has a variety of options, containing two games in which you can either play as a human or as a Raptor. This gives the game a whole new depth and really increases the playability .

The only thing that varies from the film is that the game actually seems to be based more on the book, with the river section which never appeared in the film along with a few new dinosaurs.

With it's excellently moody graphics and sound-track this is one film tie-in that is actually fun to play. If this is what can be achieved with the Mega Drive, I can't wait for the CD version!

The Raptor begins it's journey through the jungle looking for man and beast.

Dr. Grant regains conciousness deep in the islands jungle.

The Raptor can chew and kick other dinosaurs or people. It also has a tasty turkey drumstick on it's left.

As long as you don't hurt him, the Triceratops is gentle enough.

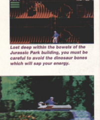
Use the jungle vines to cross dangerous drops

Like Dr. Grant, the Raptor has to pass through the mountain caves.

Make sure you choose the right route otherwise the Raptor will plummet to it's death.

Before the storm, the Raptor cage was secure enough, now we're not so sure!

And finally the Raptor enters the door to the power station.



Lost deep within the bowels of the Jurassic Park building, you must be careful to avoid the dinosaur bones which will sap your energy.





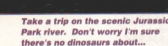
CHRIS 73% Dr. Grant or the Raptor? It's up to you which game you select but the gameplay is essentially the same. True, there are the obvious surface differences between a colossal mass of prehistoric flesh and a puny human. However, play the game and you'll soon discover that both have to do the same things to complete a level.

The opening sequences contain some great digitised shots from the film, which lead into a decent enough platform game. The graphics during the game, although not of the same quality, are reminiscent in ways of *Flashback* yet the gameplay isn't up there. Jump, swing and crawl through the levels, collecting weapons and energy. Nothing that original there, but it is the essence of *Jurassic Park*, the game.

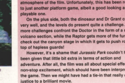
The Raptor crunches and munches its way through the levels, yet more could have been done to capture the atmosphere of the film. Unfortunately, this has been reduced to just another platform game, albeit a good looking and quite playable one.

On the plus side, both the dinosaur and Dr Grant control very well, and the levels do present quite a challenge. A few more challenges confront the Doctor in the form of a river and volcano section, while the Raptor gets more of the fun — check out the canyon stage in which it gets to push rocks on top of hapless guards!

However, it's a shame that *Jurassic Park* couldn't have been given that little bit extra in terms of action and adventure. After all, the film was all about special effects and non-stop excitement, which should have been interpreted into the game. Then we might have had a tie-in that really did justice to a brilliant movie.



Take a trip on the scenic Jurassic Park river. Don't worry I'm sure there's no dinosaurs about...

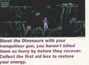




Trapped under Jurassic Park, it is important to keep the Raptor's energy banks high, so plenty of munching!



...well maybe just a few!



Shoot the Dinosaurs with your tranquiliser gun, you haven't killed them so hurry by before they recover. Collect the first aid box to restore your energy.



Pass the Brachiosaur to complete the first level.





Jurassic Park

Sega
£39.99

78	Graphics
70	Sound
81	Playability
74	Lastability

79

A good platformer it may be, but it doesn't really do justice to the film.

Out: Now (Import) ☎ 0425 616705

MD review

Blaster Ma

Underground blasting in an armoured vehicle's the order of the day in Sega's latest platform shoot-'em-up. Thing is, with so many games in this genre, can *Blaster Master 2* cut the mustard... or is it a case of 'tanks' for the memory?

We've done a spot of homework and discovered *Blaster Master 2's* based on an old NES game in which a young lad finds weapons left behind by an ancient tribe, then goes on to save the world, fighting for truth, justice and the family way. Sunsoft have taken that idea and converted the whole caboodle to the Mega Drive.

You control a mini-tank and zoom around each level, blasting bad guys and mulling over the best way to get through areas blocked by huge boulders or made inaccessible by locked doors.

The enemy charge from all angles, so it's just as well the tank's turret can be angled to suit the direction of attack. The main adversaries in Level 1 are beetles, wasps, robots and bats. Huge logs descend from ceilings and acid drops erode even armour.

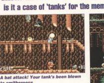
So, there you are, happily trundling along, when you come across an area you can't get into. Problem? No, not really, because you can alight from the tank and send your little man.

Caterpillar trail...

Kitted-out in a suit of armour, he can race around, climb up and down ladders, making his way through tunnels, chasms and the like. The only disadvantage is the likkle guy hasn't a vast array of weapons at his disposal.

The tank, however, churns out heat-seeking missiles, smart bombs, bolts of lightning and invincibility shields, when collected en route. These are not unlimited — the Start button calls up an ammo screen, highlighting how many of each your tank has onboard.

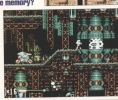
Blaster Master 2 also requires use of the old grey matter. There are several points where you



A bat attack! Your tank's been blown to smithereens.

kill bigger monsters, ie, a huge caterpillar and a wasp on the preliminary levels. When ousted, each surrenders an object used later in the game, ie, a large gun destroys what was once an impenetrable wall and a key opens those locked doors we mentioned.

Blaster Master 2 isn't just a sideways-on affair. Go through a door in Level 2 and you've a bird's eye view of the playing area. Make your way through maze-like passages, frying the enemy, collecting icons and locating secret rooms. It certainly takes time to master all the elements of this blaster. ■





ADE 56% — Good graphics, shame about the gameplay — that just about sums up *Blaster Master 2*. The whole thing reminds me a little of *Atomic Runner*. That was crap, this isn't much better.

The idea of switching between tank and bloke is quite novel and time spent blasting the larger monsters to gain weapons and objects is pretty smart, but after a while *Blaster Master 2* gets *so* boring. The gameplay lacks depth — it's virtually the same throughout. It wasn't long before I was stifling yawns left, right and centre.

When the action's viewed from overhead, the tank moves faster and it's possible to move the turret around while driving, so blasting the enemy's a tad easier. This raised my attention span a little.

The graphics in *Blaster Master 2* are nifty throughout, if on the small side. The sprites are well animated and nicely detailed, and all backdrops are crisp and colourful.

The sound is above average, too. The usual racey shoot-'em-up fodder, theme tunes on each level (hardly memorable) and blast 'n' boom FX as you use special weapons.

Blaster Master 2's quite difficult in places — some of the bigger monsters take a while to defeat. I'm not a fan of shooters where slaughtered bad guys rematerialise in the same place seconds later, and plenty of that goes on here. Worse still, you go back to the start of the level when you die.

Give *Blaster Master 2* a miss and wait for a better shooter to come along.

ster 2



TIM 62% *Blaster Master 2* is one of those games that looks good to begin with then slowly sours. I thought it was a pretty snazzy platform shoot-'em-up, but after five minutes play, I began to tire.

I can't find fault in the graphics and the sound's great — a catchy main tune and oodles of effects. But gameplay's sadly lacking; it doesn't really go anywhere. I played the first level for what seemed like hours.

Bad guys come in the shape of robots, wasps, bats and drops of water. And they're very persistent: if you return to a screen, destroyed enemies have been revived. It's very frustrating when you're blown up by something you shot seconds before.

Some of the end-of-level guardians are pretty cool. The giant wasp is well animated and quite scary (coward! —Sub Ed), and although the slimy caterpillar isn't threatening, it wriggles convincingly.

Blaster Master 2 is a great looking game with sound sonics, but gameplay's too frustrating and clichéd to be enjoyable.

Our blasting buddy leaves the tank as there's no way the machine's going to get down that ladder.

Watch out! The Blaster Master makes a run for it as a huge fire dog attempts to fry him alive.

One of the larger bad guys. Kill this green tank and your guy receives a new set of armour.

A confrontation with a caterpillar. Keep blasting this nasty bast until it changes colour. When it dies, the critter surrenders a new high-powered weapon.

Blaster Master 2

Sega
£39.99

68	Graphics
52	Sound
57	Playability
63	Lastability

59

A boring shoot-'em-up with shallow gameplay. Best to save your pennies

Out: TBA ☎ 071 373 3000

Davis Cup World

SEGA FORCE MEGA Recommended

The tennis market has had its traditional summer boom, *Amazing Tennis* and *Andre Agassi Tennis* appearing in the past couple of months. But now Domark are to put those *and* earlier offerings to shame.

While most tennis tournaments offer singles and doubles titles, men's, women's and mixed, the Davis Cup has made its name with a curious and inventive mixture. A player's set against another, then their team-mates play each other. Finally, a doubles match decides the winning team. Unusual, but fun.

Naturally, Domark's game majors on the Davis Cup option, a single player teaming up with the computer or a second player then tackling a computer duo or human-computer team. A knockout championship, players are whittled down till the best four players face each other. The same goes for Tournaments, except either all singles or all doubles matches are played.

Championship mode's a lot more complicated: becoming a jet-setting tennis pro from the west coast of America, your sponsors start you off with $20,000 to spend on training and tournaments worldwide. Passwords are used to put your career on indefinite, non-harmful hold, while Go to Next Week accelerates time to a hopefully profitable event.

Conversely, Exhibition's dead simple: a one-off singles or doubles match, a wodge of cash the reward for victory.

Perfect practice

It's a pleasant surprise that there are more practice options than modes of play, although a ball machine usually takes precedence. The Practice mode itself features the ball machine and an inset picture of a joypad, highlighting the button and D-pad presses you make. Precision's similar except a particular section of the court is marked with an arrow. Hitting it earns a point, increasing accuracy over time.

The ball machine goes but Precision arrow stays for the self-explanatory Service, while ball after ball's pumped your way in Speed — you certainly have to be fast to reach the target of 20 consecutive returns. Finally, Balls is essentially volley practice, play alternating between two characters for single points.

Okay, you've tweaked your technique for all its worth, now enter one of the matches we were talking about earlier. Choose a hard, indoor, clay or grass court, best of one, three or five sets and your skill setting (Beginner, Amateur or Professional), which affects speed and manoeuvrability.

No contest?

Choose one of the top 50 players — from CJ Welch of the USA (Number One), through Italian Lino Fardo, to Will Iston of Switzerland at the bottom — and finally get down to the real action. A double-press of a button serves the ball, then controls get a lot more complicated...

Button [A]'s a flat (normal) shot, [B]'s backspin and [C] adds top spin, but combining them with Down on the D-pad accesses speed ball, lob and drop shot. However, these are *after* a bounce; drop shots and four types of volley can be used in the air. *Davis Cup World Tour* supports six-button joypads, which simplifies matters somewhat.

Proceedings are lightened by speech bubbles, players shouting a triumphant 'Yes!' or $#@*ing expletive when they foul-up. Bubbles are used in the Contest command, where a player argues a suspect call with the ref. Occasionally he agrees and gives you a point but argue too often and he takes marks away!

Other options accessed via the Start button run an action replay, forfeit the match and display statistics — games, points, missed shots, aces, double-faults and so on.

But does *Davis Cup World Tour* double-fault at matchpoint then throw the whole match away, or sail through without a worry? ■

The MD's most playable tennis sim offers oodles of options and overweight players!

WARREN 92% It seems that all I've done since SEGA FORCE became SEGA FORCE MEGA is write comments for tennis games. I've no misgivings about this one, however; I'm privileged to be able to cover *Davis Cup World Tour.*

Charging straight past the options, as I do, the first thing I noticed were the sprites. Rather than the slim, refined figures of most tennis games, these are stocky, tanned musclemen — escapees from a platform shoot-'em-up. They all wear unfortunate tan headbands, which often look like bald patches.

Though not quite as impressive as *Amazing Tennis*, the court shifts in convincing 3D as you move to either side. Ball movement's good but sometimes jerky.

In play, *Davis Cup* is superb. Within seconds of the start of your first game, you'll be exchanging triumphant cries and groans of defeat with your opponent, dashing around like the closing credits of a Benny Hill programme in a frantic effort to return even the best of shots. *Don't* take on a computer opponent first: they're all competent players, at the very least, so you'll get thrashed and think you've wasted your money.

One look at the options (I get to them eventually) and a little practice and you find *Davis Cup* is fantastic value. In addition to the usual exhibition match and tournament, there's the unique Davis Cup championship itself. Teamed with a person, you develop a love-hate relationship, as success or failure depends on both of you, individually and together. The Championship option's a great idea and increases lastability no end for solo players, and the range of practice options is amazing.

I couldn't write about *Davis Cup* without mentioning the crystal-clear sound. Players grunt and groan with effort, an upper-crust foreigner announces the score, and realistic ball sounds accompany the action. The title music's an unusual but pleasing mixture of harp and bassline.

Until now, MD tennis games have been good but nothing to shout about. *Davis Cup World Tour* stands head and shoulders above the crowd, as the best tennis sim *and* one of the top sports games for any machine.



Due to the contrasting colour scheme, the clay court is the most difficult...

Plok-a-plok-a-plok! Each time a ball is returned, the machine steps up a gear.

Tour

ADE 90% Domark are 'on the up' at the minute, what with the stunning *F1* and now the superb *Davis Cup World Tour*. I'm not a tennis nut but because *Davis Cup* is so easy to get into, I was soon out there on centre court, completely hooked.

The players are responsive to every button-press and joypad manoeuvre, so there are no grumbles when shots are missed. The fault's your technique, not awkward controls! For the novice, there's a smart training section with a ball machine and the chance to practice your serve, shot precision and racket control.

The options are great, with several modes of play, singles or doubles, choice of court and selection of the top 50 players. Like I always say of tennis sims, it's best to play with a mate for a while before tackling computer opponents. You may be Number One and the computer down at 50, but it's a sure-fire bet the MD player will beat you.

The court perspective's great. Tengen have gone for a scrolling rather than static set-up, which works fine. Some back-seat tennis buffs said the split-screen two-player display looked confusing, but when they got hold of the joypad they rallied with no complaints.

If you were put off by our comments on *Agassi Tennis*'s controls, there are no such worries with *Davis World Tour*. It's an excellent tennis game and worthy of any sports fan's collection.

'Leave it, it's mine!' — 'No it's mine!' — 'Aargh!' Doubles matches can provoke colourful responses.

Fascinating facts from Wimbledon. Er, hang on…

- Around 31,200 balls are used during the championship
- A staggering 23 tons of (horribly expensive) strawberries and 12,500 bottles of Champagne are consumed each year
- Robinson's Barley Water is available on every court, in orange and lemon flavours
- There are 18 championship and 14 practice courts
- The oldest winner of the Men's Singles title was Arthur Gore, a British player who was 41 (and 182 days) when he won in 1909; the oldest female winner was another Brit, Charlotte Sterry, aged 37 (282 days) in 1908
- The youngest winner of the Men's Singles was Germany's Boris Becker, 17 (and 277 days) when he was 1985's champ; Lottie Dod from Britain won the 1887 Ladies' Singles title at the age of 15 (285 days)
- Only 27 days have been completely rained off since the championships began in 1877

'But the ball was in, man!' Hasstle the umpire too often and you'll pay the price…

Above: Some bad misses are rewarded by a fine display of foul language!

Davis Cup World Tour

Domark
£39.99

79	Graphics
84	Sound
92	Playability
90	Lastability

91

An excellent tennis sim with many options and humorous touches

Out: Now — ☎ 081 780 2224

Fantastic

Already a folk-hero to the computer-using fraternity, Dizzy finally scrambles his way onto the Mega Drive. The Codie's fought long and hard against the might of Sega to ensure their hero's independence, finally proving victorious earlier in the year. Riddled with yokes and egged on by his family, Dizzy sets off into the overcrowded platform scene, yet was it worth the wait?



Life's not easy when you're a small, unassuming egg. Just ask poor old Dizzy. Not only has the evil wizard Zaks egg-napped his girlfriend Daisy, but Dizzy also has to solve the rest of his family's problems, so now he's going to have to leave the safety of the Yolksfolks' treehouse village and venture forth on a treacherous mission to ultimately save the egg of his dreams.

The game opens in Dizzy's house. Once you have collected the door key and left this tranquil haven, you will have to contend with all types of nasty woodland creatures hell-bent on cracking Dizzy's brittle shell. These range from huge spiders that scuttle down on Dizzy from the trees to seemingly harmless animals such as butterflies and snails, although, in this case, appearances can be deceptive.

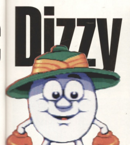
It's no yoke!

The object of the game is to negotiate the obstacles that impede Dizzy's every move. To do this, items scattered around the egg-headed adventurer's world have to be collected in a specific order to complete each individual task, the ultimate goal being to allow Dizzy to travel further into the uncharted realms of his world in search of the key that will rescue his beloved girlfriend.

Throughout Dizzy's arduous journey there are many different landscapes and sections to overcome. He must pass safely through a graveyard, overcome a barren desert and swim

To get into town you have to pass this nasty looking hog. Maybe if you had something to feed him..?

c Dizzy





You'll need a snorkel to find the sunken treasure otherwise Dizzy will disappear in a sticky, gooey mess.

Welcome to Dizzy's tranquil home and the beginning of his epic quest.

Left: Watch out for the egg eating plants and sinister widlife

Bottom Left: Find the spanner and cramb up this machine to progress into the mines

a hazardous underwater section. He must also collect items from a huge pirate ship - get too close to the pirates and Dizzy will be forced to walk the plank, plunging our unlikely oval hero down into Davy Jones' locker!

Keeping it in the family

Along the way Dizzy must rescue the rest of his family, as each member has something that will aid him in his quest. This is easier said than done, as they all have their own peculiar problem. Denzil has been frozen in a block of ice, Dylan refuses to help unless his pet Poogie is returned, while Grand Dizzy is on his last legs and desperately needs his medicine. All of their woes must be soothed before they will give Dizzy the vital equipment that he needs.

Dizzy always needs a little extra help, which comes in the shape of a kindly 'wizened old sorcerer. Find the magic scroll to enter his world, solve the puzzle before the egg-timer sand runs out and an extra life is yours.

Fantastic Dizzy is already an extremely popular game on other systems. The question is will it succeed on the M.D. or will we all be left with egg on our faces?!

CHRIS 68% Take one small, yet perfectly formed egg; hard-boil; then throw into a huge platform game with loads of objects to collect. God, how frustrating!

Fantastic Dizzy is a game that requires an analytical mind and loads of patience. Unfortunately I have neither, which led to a slight altercation between man and machine! Basically it's just not my cup of char.

Having said that there are millions of gamers out there who love this kind of problem-solving platform game. My message to them is Fantastic Dizzy would probably be right up your street. It features some really cute sprites, a 'lovable' central character and plenty of scope for those who like a strong vein of logic running through their games. Thus a door needs a key, but to get the key you have to bribe a guard, leap from tree to tree and cross a river. Now, where's that plank of wood?!

As you may have guessed I just don't like this type of game. I'm sure this will be a huge success, but I'd prefer a nice omelette!



Dizzy - Our hero. An all round good egg who has to carry the woes of the rest of the yolksfolk on his soulders

Denzil - Denzil as cool as they come, rarely seen without his shades. Now he is now frozen in a block of ice. Dizzy will have to find the straw near his house and a box of matches to thaw him out.

Daisy - The only girl for Dizzy. A fine example of the perfect egg; smooth white shell, aristocratic yolk running in her veins, which is exactly why the wizard Zaks wants her hard boiled.

Grand Dizzy - Age has taken its toll on poor old Grand Dizzy and his fragile shell needs nourishment. Dizzy must collect the medicine bottle, mushroom and plant in order to save him.

Dylon - No not the hippy rabbit from the magic roundabout, but this egg looks just as stoned. Dylons got sme bad vibes at the moment because his pet Poogies gone missing.

Dora - Dizzy's dippy sister. She didn't really make the grade, so the Wizard Zaks turned her into a frog. She neds a kiss from a prince to be transformed.

Dozy - Dozy is lazy enough ay the best of times, but now hes been sent into an eternal sleep. He can only be woken if Dizzy clashes the cymbals near him.

MARC 61% I would not really describe Fantastic *Dizzy* as fantastic despite the title - 'average' would be more appropriate! The game has some very cute graphics, although the effects are a bit on the thin side, while guiding Dizzy around such a huge landscape with so little seemingly going on can be tedious to the extreme.

The game is huge and it's certainly not lacking in depth - what it is lacking in, though, is addictiveness, so, despite the large play area and the many puzzles, there is not really a great urge to play on. It isn't as if it is over difficult or anything, it's more that everything seems so long winded in order to solve a 'puzzle' that you soon become bored with Dizzy's antics and lack of action.

Let's be quite honest, though (yes, lets — Mark)— this is a good conversion of the original, so if you found Dizzy to be to your liking on the Speccy or similar then you will no doubt enjoy this version.

If you find spice the scroll you'll have to solve this simple puzzle

Double yolker! Solve the puzzle and Dizzy splits in two to give you an extra life.

Fantastic Dizzy

Codemasters
£39.99

72	Graphics
59	Sound
62	Playability
60	Lastability

64

A successful format on other machines but it doesn't really compare well to the better Mega Drive platformers.

Out: October ☎0926 814132



MD review

Shinobi III: Return of the Ninja Master

Shinobi, he of the long sword and ninjitsu magic, has been doing the rounds on the Sega machines for a while now — some may say that it's time for a new breed of hero. Yet Sega, if not doing away with the cuter side of life, have returned to the old guard to deliver the latest of the ongoing Shinobi saga.

Surfs up and Shinobi's riding a wave.

Joe Musashi, master of the ancient Ninja creed of the Shinobi, is back. Once again, he is called upon to rid the world of the evil Neo Zeed crime organisation. This time the Zeeds have decided to take control of a major city. It's up to you, the greatest of all warriors, to battle through screen levels of ever-increasing difficulty and bring peace to the crime ridden streets. Oh yes, and if that's not enough, the mission has to be completed by dawn otherwise Shinobi will vanish forever (until the next sequel anyway).

The game follows the same tried and tested formula as the former Shinobi games. Joe must slash and bash his way through each level as

On the first level Joe must battle his way through the forest. It's best to use just the normal moves to get through this section.

My, what a big sword you have! The enemies get tougher the further into the cave you go. Still try to preserve your magic for use later.



Ikazuchi Magic! This gives you a force field that deflects enemy shots.

he hunts down the diabolical bosses of the Zeed organisation. Once he has found them, he must crush their gruesome faces into the dirt in order to progress to the next stage.

Ex-Zeedingly Deadly

You begin your mission in the forest, avoiding the enemy shuriken that fly from behind the trees. This heads into one of two exciting new stages in which you ride horseback across a treacherous marsh as enemy Ninjas hurl themselves from the sky to attack you. In the other new stage you get to surf the waves of the city's polluted bay. Radical ride surf Ninja!

Joe's armed to the teeth for this adventure, with his familiar Shuriken for long range attacks, and, of course, his Katana Sword should a swift decapitation be the order of the day. He also has some new tricks up his sleeve, including a wicked jump kick as well as the ability to scramble hand-over-hand across overhead ropes and pipes.

Karin burns up the screen! Don't you just love being a Ninja Warrior?

In a single bound...

If Joe's really up against it, a bit of Ninjitsu (that's Ninja magic to you and me) usually saves the day. You can select the Fushia magic, which allows you to leap higher; Ikazuchi, a force field that deflects enemy blows; Kariu, which burns everything unfortunate enough to be on screen; and Mijin, which sacrifices a life in order to mortally wound an opponent.

On each level you can increase Joe's stock of weapons, power or energy by collecting the bonuses hidden inside the wooden crates. The crates are worth seeking out, especially if it's difficult to get at them, as this usually means a better bonus, or even an extra life — vital as the stages get progressively tougher.

Slice 'em, dice 'em but consider, reader-san — while the flesh may be weak, the Ninja spirit remains strong! ■

MARC 79% Fans of Shinobi are going to love their hero's triumphant return to the MD, which includes some hot new levels which make a nice change from the usual types of semi-Japanese worlds we are used to seeing him in!

This is definitely one that will keep you coming back time and again. The gameplay is addictive in the extreme, but it has to be said that unless you are a real big fan of the earlier games and you already own one of them then you may find that this is possibly too reminiscent of those adventures.

However, if you're a fan then go get it, or if you don't already own one and are after an outstanding platform beat-'em-up then this is definitely worth a look.

CHRIS 81% The ancient art of the Ninja is not exactly a new theme to base a game on and, of course, we've all met Joe before. Despite this, *Shinobi III: Return of the Ninja Master* is a really playable game, combining plenty of mad Ninja violence with a straightforward platformer format.

Compared to Joe's other adventures not too much is new, but what extra features there are do make the game that much more compelling. Now our ice cool warrior can swing across a dangerous abyss, ride a thoroughbred stallion and get wet in the surfboard section. These are all nice touches that add to the games addictive qualities.

My one real gripe is that you have to return to the very beginning when you slip up, which can get frustrating if you're having trouble with a particularly tough Zeed baddie!

Shinobi III boasts smooth controls, more variety of gameplay and some really good graphics, especially for the bosses at the end of each section.

This may not be original but it has to be ranked near the top of the pile for games of this type.

If you get this far the Zeeds have got guns and explosive boomerangs. It's not easy being an Ice-cool hero.

The second level, in which you ride horseback.

Now Joe can swing across huge bottomless pits using overhead ropes and pipes.

The Zeed boss at the end of the First level is a bit swift on his feet! A good sprinkling of ninjitsu wouldn't go amiss here.

Shinobi III
Sega
£39.99

78	Graphics
70	Sound
82	Playability
80	Lastability

80

Enthralling play and the new sections make this the best Shinobi game yet!

Out: September ☎ **Sega 071 373 3000**

Thunderhawk



When Thunderhawk arrived in the office, everybody went ape — Steve is still swinging from the rafters. Now it's here in all of its glory — is it the game that will finally settle the question mark over the Mega-CD's quality?

You slide behind the controls of your state-of-the-art Apache AH64A gunship; running your gloved hands slowly over the high-tech computer controlled display you flick a switch and listen to the satisfyingly familiar sound of the rotor blades quickening in pace. Slowly the helicopter rises into the air, majestically silhouetted against the bright light of the setting sun. Pausing only to offer a small prayer to which ever God may be listening, you glide out across the jungle terrain ready to battle a merciless enemy. With that most over-the-top of intros, we can now introduce the star of the show, the pick of the week, the cream of the milk (It's all getting to you, isn't it? - Mark) — Thunderhawk!

The game begins with a choice of ten different operations, each posing a number of tough questions about your skill as a pilot. Once you have made a choice the commanding officer will give a mission briefing, complete with a map detailing enemy positions and primary targets.

Incoming bogeys

Once you have been briefed the game moves into the breathtaking action sequences. The attention to detail in these sequences is faultless, with the possibility of viewing every object on the screen from 16 different angles. You can move the chopper in any direction and the radar screen will inform you of the whereabouts of the enemy, although if you take too many hits you run the risk

Thunderhawk rises slowly, primed for the battle ahead.

of your radar going down.

The controls for the chopper are very straightforward. You view the action through the cockpit window from a first person perspective, and the best advice on most missions is to go in low and fast with guns blazing. If you're too slow you will be a sitting duck for the enemy's own chopper divisions, all of whom are crackshots with their missiles. There is also plenty of enemy artillery around to keep you on your toes, ranging from missile launchers, to gunboats and even nuclear submarines



Danger! You're going down my friend. Crash and burn! Check out the bullet ridden cockpit window — it's back to basics for you.

CHRIS 91% *Thunderhawk* is such a great game. It puts anything else on the Mega-CD to shame because it's just so addictive. You really have to witness the opening sequence to appreciate how special it is. Ah, I hear you say, that's all very well but what about the gameplay? Well, exactly the same goes for that! Everything is just so fast. Fly at top speed and there is really no time to think; you're hanging on by the seat of your pants and I loved every minute of it! The ten different operations add spice and variety to the game, with some very testing conflicts in store for those who take up the challenge.

The graphics and sound are as good as it gets. The movement of the landscape as the helicopter rotates is superb, adding immensely to the realism of the game. Combine this with a really thumping musical beat and a spoken commentary on your actions to create a game that pumps the adrenalin to overload!

A new standard by which all future Mega-CD games will be judged. If you've got the machine, this is the game to have.

Thunderhawk's are go!

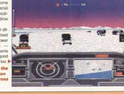
To combat this threat Thunderhawk has an impressive array of military hardware. Your arsenal consists of a chain gun, which does the business when it hits the target but can be a little on the erratic side; a limited supply of heat seeking missiles, which should be used sparingly for the most effective results; as well as plenty of fire rockets, though these beauties tend to devastate the area around the target as much as the target itself. On some stages you also carry special bombs to drop on the submarines that attempt to blow you out of the sky.

Each mission has a different difficulty level, so it's probably best to attempt one of the lower numbered operations first — something like the Panama Canal crisis would be a good early bet. It's best not to get too ▶



What does a helicopter look like when it explodes? Well like this actually!





The mission — destroy the trucks ferrying the stolen biological weapons across the ice.



Operation One is a mission to smash an Arms running outfit deep in the South American jungle. First, though, a detailed briefing from your Commander-in-Chief. Check out the animation!



The start of the mission. Try to get past the enemy artillery to reach the primary targets.



Now you need to blow up the primary targets to achieve your objective and destroy the terrorist's arms plant.



Once the mission is completed, head out of the danger zone to be de-briefed. Let's hope that it's all been successful!



involved with the enemy at the start of the mission. Instead seek out the primary targets and concentrate on finishing the mission in one piece.

There are plenty of varied scenarios to choose from. Each one is from a different part of the world, so the environment and terrain is always changing. Perhaps the pick of the missions are the operation to re-take a Bio-research base in Alaska or the hunt for a downed Stealth bomber in night time South America. In both cases clever use of the radar is essential to pick out the enemy bases against the respective snow and night scenarios.

Thunderhawk has great graphics, scintillating gameplay and a pounding musical score. It would seem that this could be the game to finally put the Mega-CD on the map.

How about a spot of petrol bombing over the Middle East? That explosion should cause a few screens to shatter down Iraq way.

When the on-board computer tells you the target is locked the missiles will always hit the target.



Night flying in search of a missing Stealth Bomber is certainly not for those of a nervous disposition.

Below: Take out the enemy boats which guard the waterways, ensuring that you destroy the clusters of mines that float nearby.

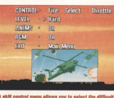


MARK 93% The Mega-CD, for all of its fantastic technology and high specification, just hasn't impressed with the first crop of releases, yet all of that is set to change with the introduction of *Thunderhawk*.
It is the game that the Mega CD has been screaming out for. The graphics are smooth and detailed, giving the grainy look, synonymous with so many other CD games, a much needed cold shoulder.

Mission briefings are spoken rather than listed, while the animation sequences feature detailed graphics rather then bland pictures. As for the gameplay, well few shoot-'em-ups come better or faster than this. Yet it is also much more than a shoot-'em-up — your copter, with its high tech gadgetry and plethora of weapons, is a joy to manoeuvre, while the ten operations span the entire world, plummeting you into missions of truly global proportions. You will face the wrath of all manner of enemy trucks and squadrons, while the variety of operations and three difficulty levels will ensure that all would-be Top Guns have a long graduation.

Another point worth mentioning (well, it's important to me!) is that this hopefully heralds the end of the 'press fire/push right' genre, so much a feature of the earlier CD games such as *Cobra Command* and *Road Avenger*. The Mega CD warrants state-of-the-art action games, in which you take control of the craft, not just third-rate versions of the early-80's laser disc arcade machines. *Thunderhawk* delivers the goods — and then some — with the most thrilling gameplay, explosive graphics and *interesting* soundtrack that we have yet seen or heard on an arcade-style CD game.

Finally, we have a game worthy of the CD which no self-respecting owner should be without.



A skill control menu allows you to select the difficulty level of your opponents.

Thunderhawk
Core Design
£T.B.A.

92	Graphics
89	Sound
93	Playability
92	Lastability

92

No longer do you have to put up with third rate games — this is *the* Mega CD to have!

Out: October ☎ 0332 297797



CD review

Keio Flying Squadron

Before starting this review I would just like to say thanks to Mahiko, the lovely Japanese lady who translated the instruction booklet for us. Thanks Mahiko!

Anyway, now to the game. It's a new Japanese import, as you may have guessed, for the Mega-CD. Basically it's a straightforward shoot-'em-up where the charm lies in the weird and wonderful characters that populate its world.

You take the role of Rami, a cute young tomboy, who also happens to be the keeper of the key to a hidden cache of vast and unimaginable treasures. However, Rami is a bit of a scamp, and one day she secretly sneaks away from her Grandma's house to get some sweeties at the local seven-eleven. While she's out enjoying herself, the key is stolen. Grandma is understandably a bit peeved and tells Rami to recover the key to her life savings or go without her dinner. I'm beginning to wonder if it was such a good idea to get this great plotline translated (Oh yes, money *well* spent — Mark)!

Later in the day Rami discovers that the key has been stolen by a mischievous racoon. She decides to leap on the back of her pet dragon, the equally cute Pochi, and hunt down the little rogue. Where do the Japanese get these stories from!

Your task is to take Rami and Pochi through the many levels of action that lead to the final showdown with Mr Racoon. Along the way Rami must fight her way through hordes of the little thief's wildlife friends, all determined to stop her from achieving her goal. These furry little friends are devious devils mind you! They have the technological know-how to construct huge

MEET THE CHARACTERS

Rami – Isn't she just the cutest little thing you ever did see?

Pochi – Her brave pet Dragon who'll never let her down.

Racoon – The dastardly thief with fiendish furry friends.



Rami's Grandma finds out she lost the key to the secret treasure.



Her Grandma tells Rami she can't eat until the key is found.



There's only so much a feisty young tomboy can take.

the technological know-how to construct huge robots, giant flying fortresses and all manner of deadly weaponry, so its definitely not going to be as easy to recover Grandma's key as Rami first thought.

Weapons to ape

To protect yourself you can use a variety of different weapons, that can be collected by shooting the monkey, please don't ask me why, who, when blown away, releases the weapon tokens. Rami can choose from laser blasts, that increase in power each time you collect another; smart bombs that fire continuously in the opposite direction to whichever way you are moving; or bouncing bombs that pepper the creatures firing at you from the ground.

The game has all the characteristics of Japanese Anime, the most popular form of animation in Japan. The cute central characters, with their big eyes; the use of loads of fluffy, cuddly animals and the interest in giant robots, comes from the Japanese love of technology that dominates their culture.

It's a strange game with a bizarre storyline ■ aren't you glad we managed to get it translated!

CHRIS 62% This latest Japanese import for the Mega CD contains all the best bits of Japanese anime - it has superb graphics, outlandish characters and a really weird storyline. However, these cosmetics fail to disguise a bog standard shoot-'em-up.

The opening sequence is genuinely brilliant, doing real justice to the Mega CD. It looks like its come straight out of a Manga video, with Project A-KO immediately springing to mind. Both contain really cute little girls as their central characters, although this doesn't feature the same kind of graphic violence. It's great animation, really lovely to look at, but once you've watched it a few times it inevitably loses its entertainment value.

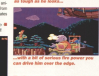
The shoot-'em-up also looks pretty, with Rami and her pet dragon floating gracefully about and when they die they do it ever so cutely, but this rapidly becomes repetitive and boring. If you like all the attention being spent on presentation then you'll be happy to stare at *Keio Flying Squadron*. Personally, I have to say sorry Rami, you're a pretty young thing but this time that's just not enough!



Shoot the furry fiends as they attack in wave after wave of weird machines.

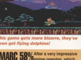


This type of giant robot is a favourite with fans of Japanese anime, but is he as tough as he looks...

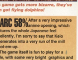


...with a bit of serious fire power you can drive him over the edge.

The Racoon tries out his heavy duty missile launchers.



This game gets more bizarre, they've even got flying dolphins!

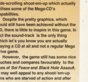


MARC 58% After a very impressive anime opening, which captures the whole Japanese feel excellently, I'm sorry to say that Keio degenerates into a very run of the mill shoot-em-up.

The game itself is fun to play for a while, with some very bright graphics and a decent sound-track. However, it's about time somebody actually came up with a side-scrolling shoot-em-up which actually utilises some of the Mega-CD's capabilities.

Despite the pretty graphics, which could still have been achieved without the CD, there is little to inspire in this game. In fact the sound-track is the only thing which let's you know you are actually playing a CD at all and not a regular Mega Drive game.

However, the game still has some nice touches and compares favourably to the likes of *Sol Feace* and *Black Hole Assault*. It may well appeal to any shoot-'em-up fans who are starved of action and after something that little bit different.





Rami And Pochi are all played out.



Keio Flying Squadron

Victor
£49.99

72	Graphics
74	Sound
63	Playability
57	Lastability

60

A playable but shallow game, hardly worthy of a Mega CD owner's attention.

Out: Now (Import)



Haunting Starring Polterguy

With the promise of a new and original game, we awaited *Haunting Starring Polterguy* with baited breath. Could E.A. really bring us a fresh concept in video games?

And now for something completely different! Imagine, if you will, the supernatural high jinks of *Beetlejuice*, combine this with the vocabulary of *Bill and Ted*, then throw in a dash of *Poltergeist* — this is the essence of Polterguy, the fast-talking, disco-dancing supernatural star of *Haunting Starring Polterguy*, the latest offering from Electronic Arts.

Polterguy wants revenge. The evil Sardini family killed him for his inheritance, yet now he is back to expel them from the various mansions that they have blown his money on. You control the green spiky haired ghost as he tries to scare the four members of the family and send them screaming from the house.

Ghostly going ons

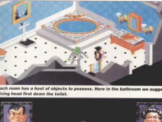
To begin with, Polterguy has to enter the dank depths of the underworld to collect enough gooey ectoplasm, which will allow him to cast his spells on the Sardinis. You must avoid the undead creatures that inhabit this world. Hits from the cavern creatures reduce Guy's energy level; one too many and you're condemned to eternal damnation.

The main aim of this game is, of course, to drive out the Sardinis. When Guy has got enough ectoplasm, he must check the map of the mansion and seek out a new Sardini to spook. Guy can possess any item in the room by simply jumping into it. Wait for your target to walk by and then admire the ensuing mayhem! You can scare the pants off of them - literally in the case of the older Sardinis! The meter in the corner of the screen details just how scared each family member is. Push it to the limit and you have driven them out.

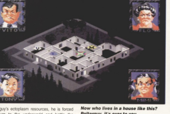
Spooky Visuals!

Polterguy also has a few extra tricks up his supernatural sleeve. A press of the button brings up a list of these spells - the further that you progress, the more tricks you can add to your arsenal. Pick from a selection including 'Zom-B-ize', which allows you to possess the body of one Sardini in order to scare one of the others, and 'Supr-Scare', a box of tricks guaranteed to spook the Sardini slime-bags.

Experimentation is the name of the game. The more you attempt in *Haunting Starring Polterguy*, the more chillingly hilarious the consequences. Progression through the mansions increases the opportunities for devious skull-duggery, although if you over-stretch



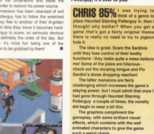
Each room has a host of objects to possess. Here in the bathroom we suggest diving head first down the toilet.



Now who lives in a house like this? Polterguy, it's over to you.

Polterguy's ectoplasm resources, he is forced to return to the underworld and battle the demons in order to restock his power source.

Once a mansion has been cleansed of evil Sardinis, Polterguy has to follow the wretched family as they flee to another of their ill-gotten homes. Each time they move it becomes harder for Polterguy to scare, so seriously devious haunting is definitely the order of the day. But remember - it's more fun being one of the ghoulies then to be grabbed by them! ■



CHRIS 85% I was trying to think of a genre to place Haunted Starring Polterguy in, then I thought why bother? When you get a game that's got a fairly original theme there is really no need to try to pigeon hole it.

The idea is great. Scare the Sardinis until they lose control of their bodily functions - they make quite a mess believe me! Some of the jokes are hilarious - check out the slurping tongue and Flo Sardini's dress dropping reaction!

The latter mansions are fairly challenging which increases the game's staying power, but I must admit that once I had gone through Haunted Starring Polterguy a couple of times, the novelty did begin to wear a bit thin.

The graphics compliment the gameplay, with some brilliant visual effects, which combine with the well animated characters to give the game such a weird charm.

Someone out there has got a sick mind, but it has produced a brilliant game, so who's complaining?

Top-ten mega scares

Here, for your spine-tingling pleasure, are our ten favourite Haunting Starring Polterguy spooks and scares.



How about a tongue sarnie!?

Arachnaphobias got nothing on Guy

This is guaranteed to be a pain in the butt!

I just dont feel like myself at the moment!



There's something under the bed!

The latest in Hi-Fi technology.

Okay who spilt a pint of blood on the table.

Theres difinatly a few skeletons in this closet.

You dont get these in a Sega!



Something smells a bit spook!

Lets meet the Sardines.

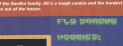


VITO SARDINI

EDUCATION:

MBA IN SLEAZY ECONOMICS, TOTALLY HOSED V.

Vito - The 'Don' of the Sardini family. He's a tough cookie and the hardest character to scare out of the house.



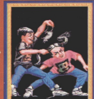


FLO SARDINI

HOBBIES:

SPENDING MONEY, BITCHING AND MOANING, COLLECTING FURS

Flo — The easiest to spook, Flo's certainly no oil painting. She seems to enjoy baring all, considering how simply it is to scare her out of her clothes.

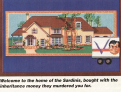


TONY SARDINI

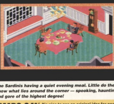
FAVORITE MOVIES:

TEXAS JIGSAW MASSACRE PARTS 1-9

The kids — These brats can take alot of scares in their stride. However, find the right fright and they will wet themselves, before running screaming from the house.



Welcome to the home of the Sardinis, bought with the inheritance money they murdered you for.



The Sardinis having a quiet evening meal. Little do they know what lies around the corner — spooking, haunting and gore of the highest degree!

MARC 64% It's nice to see an original idea for once - few games allow you to play the role of a ghost with a sole aim in afterlife to scare the living daylights out of his earth-dwelling foes! Haunted Starring Polterguy manages to carry it out very well except for one area and that is that the game is just a little bit on the easy side. We found that after a few games the gameplay became a little repetitive and with a little practice you find yourself completing the game. Although *Haunting Starring Polterguy* contains some nice ideas there is just not enough depth to make the game interesting for more than a few plays, despite the great sense of humour.

Haunting Starring Polterguy

E.A.
£44.99

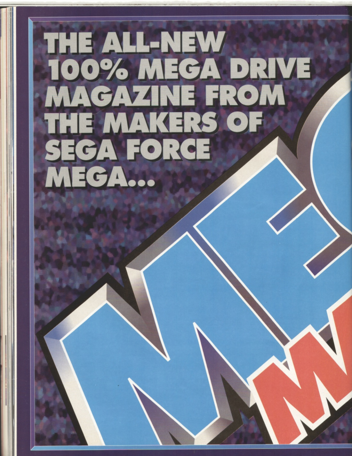
80	Graphics
71	Sound
82	Playability
70	Lastability

75

A hauntingly hilarious game if a little on the easy side.

Out: Late September ☎ 0753 549442


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Mutant League Football....76-77
Ranger X....78-79
Rocket Knight Adventures....84
Tiny Toon Adventures....74/87-89
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CHAKAN

RLGATA4C .... Invincibility
ALJAWA74+ALJAWA8J .... Never lose positions once collected
RGJAW60 .... Super Jump
ACGTVE7W .... Infinite Time
RGRTW6TG .... Scythe always available
RGRAW604 .... Grappling hook always available
RGRTW6T6 .... Battle axe always available

JAMES BOND 007-THE DUEL

ATGAAA56 .... Infinite Lives
ATGAAA70 .... Infinite Continues
AE8AAA9N .... Infinite Ammo
BF6AAAGN .... Start with 9 grenades
AMKAAA56 .... Invulnerable to enemy bullets
7LPTB98E .... Jump Higher

FATAL FURY

AXATAA9N .... Infinite Credits
S5JTDA40 .... All hits are lethal
AHJTDA40 .... All hits are very weak
AGATAAAC+AGATAAAW .... Start with opponent energy at 1%
AGGTAAF8 .... Only need 1 globe to win match

SHADOW OF THE BEAST 2

RH9TA6OT .... Master code must be entered
AAYTBADG+STYTB4ME+CTYTB6DJ .... Start game with laser rings
AKYANA4G .... Invulnerable to most enemies and traps
A27TPY36 .... Jump Higher

TALE SPIN

9GYAD99C+9GXTD982 .... Baloo jumps higher
9SATD98E+9SAAD94Y .... Kit jumps higher
P11ABNXW .... Star prize is worth treble
ATSTAA92 .... Infinite lives — Player 1
ATTAAA66 .... Infinite lives — Player 2
EMSTCA66 .... Infinite Health
AJSAAA9N .... Infinite Time
BEPTAADY .... 9 days to complete game

Sonic 2

It's time for another visit to the realms of the blue spiky one. This month we've come up with another of those world famous cheats which is again accessed through the sound test for some bizarre reason.

Level select

In the sound test mode play tunes 19, 65, 09, 17. Now return to the original option screen and press A and Start together to access the level select screen.

Level Designer

When you are in the level select screen, move down to the sound test option and play the following tunes: 01, 09, 09, 02, 01, 01, 02, 04. After hearing the chime press A, Start and B together. Now press B to activate the cheat. To adjust Sonic's sprite press B. To make your choice permanent press C.

Super Sonic

You guessed it, go to the sound test in the level select screen and play tunes 04, 01, 02, 06.. Now every time you collect 50 rings you will magically transform into super fast Sonic.

14 Continues

While you are on the normal options screen select Sonic only then play the following tunes from the sound test: 19, 65, 09, 17. 01, 01, 02, 04. You must then return to the Sonic only box and press Start. Now 14 continues are there for the taking.

TINY TOONS

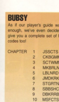
Need some passwords to aid that mad rabbit? Well here you go and all for free as well!

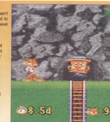
LEVEL	CODE
2	PMKD DDDD LLGL LDLD DDVD
3	XBBL DLLL LLKD LDDD LLND
4	QMBG DLL LDBD LLLD LDTG
5	TMBK LLDD LDBG LODL LLTV
6	HMBB LLDD DLBK LLDD LLTN
7	VBBB PLLL LDBB LDLL DLDQ
8	YBBB MLLD LDBB PLDL LLMQ
9	HYBB TDLD DDBB MLDL DDPD
10	ZBBB TGLL LDBB TDLL DLNG
11	NMBB TKDL DLBB TGDL DDNV
12	XBBB TZDL DDBB TKLL DDNT
13	BNBB TZGL LLBB TZLD LLZM
14	MHBB TZKD DLBB TZGL DLTM
15	HNBB TZZL DDBB TZKD LLRB
16	ZNBB TZZG LDBB TZZD DDDH
17	PJBB TZZK LLBB TZZG LDDJ
18	XZBB TZZB LLBB TZZK LDDP
19	ZZBB TZZQLLBB TZZB DDDT
20	KXBB TZZQ GLBB TZZW LDGM
21	VJBB TZZQ KDBB TZZQ GDUM
22	ZTBB TZZW ZLBB TZZW KDTM
23	HTBB TZZQ ZGBB TZZQ ZDMR
24	RJBQ HXBW ZKBQ HXBQ ZGVT

BUBSY

As if our player's guide wasn't enough, we've even decided to give you a complete set of level codes too!

CHAPTER	1	JSSCTS
	2	CKBGMM
	3	SCTWMN
	4	MKBRLN
	5	LBLNRD
	6	JMDKRK
	7	STGRTN
	8	SBBSHC
	9	DBKRRB
	10	MSFCTS
	11	KMGRBS
	12	SLJMBG
	13	TGTRVN
	14	CCLDSL
	15	BTCLMB
	16	STCJDH





X-MEN

To become a complete superhero (a mutant at that!), what could be better than one of those oh so useful level select cheats, although for this one you will need two joypads as it is a little complicated.

Before the title screen appears hold down A and C. Release these when the title screen appears and press START.Then plug controller one into port two and press START again. Following me so far? OK, now plug your other controller into port one and press start on the pad in port one. If you have done this successfully the different panels in the control room will correspond to the different levels, with level one at the far left,level two next to it and so on.

FATAL FURY

When you get the continue game screen hold down A and B,then press C before the timer reaches zero to receive 9 credits. This cheat can be used as many time as you want.

If you fancy unlimited time,all you have to do is go to the option screen, move the cursor down to the time limit and hold A while pressing left. When the number reaches 00 you will able to play your bouts without a time limit.



JAGUAR XJ220 (CD)

There's shortcuts and then there's bigger shortcuts - this cheat is most definitely the biggest of them all! Simply alter the name next to the number one on the options screen to MAR, then select World Tour from the main menu and go to the starting grid. As soon as the starting lights change to green, pause the game and press A, B and C simultaneously to complete the race!

STREETS OF RAGE 2

Fancy a new set of options for this excellent beat-em-up? All you need to do is go to the option screen and press A and B on controller one and press start on controller two. You can now select any stage. If you give yourself nine lives and two continues you will have a total of 27 lives to play with.

BATMAN RETURNS (CD)

To carry out the level select, go to the options screen and select driving only from the menu. Hold left and press B, then repeat this all of the way down the options and then back up again. When you reach the first option again, you should hear a ringing sound. You can now set your game options as normal and start the game. To skip a level, pause the game and press C.

JENNIFER CAPRIATI TENNIS

J.C.'s Tennis allows you to play as certain players but did you know there are an extra 24 players hidden in the game? To access them you have to enter the following password. You must remember to leave a blank between the two words and fill in the rest of the password with blanks.The password is GRAND SLAM

ECCO: THE DOLPHIN

After all of those level cheat tips back in issue two, we've managed to find a handy little tip which gives you infinite air by making the air bar disappear completely. To obtain this wondrous power simply use LIFEFISH as your password.

As well as this, we thought we'd be ever so dolphin friendly and give you a full set of passwords for every level of the game.

THE UNDERCAVES	WEFIDNMP
THE UNDERCAVES 2	DQDIACCI
THE VENTS	YFPALFBJ
THE LAGOON	QNIELFBG
RIDGE WATER	TWLDVRET
OPEN OCEAN	FSSOVRET
ICE ZONE	RYUEYREG
HARD WATER	NIFBYREU
COLD WATER	ARNXXRET
ISLAND ZONE	HUABVRES
DEEP WATER	EGTHVREA
THE MARBLE SEA	CWRLXRES
THE LIBRARY	FCNPXREB
DEEP CITY	BTFIXREZ
THE MARBLE SEA	CWRLXRES
THE LIBRARY	FCNPXREB
DEEP CITY	BTFIXREZ
CITY OF FOREVER	PAYUXREZ
JURRASIC BEACH	QQZTAPER
PTERANDON POND	EITXAPEV
ORIGIN BEACH	UTQBBPEY
TRILOBITE CIRCLE	YZNGBPEK
DARK WATER	JBNKBPEB
DEEP WATER	WSGAKNLC
CITY OF FOREVER	RLGLGPLZ
THE TUBE	GCNHKMLJ
THE MACHINE	DKUDKMLR

COOL SPOT

If you need a level skip for this cool game, this little beauty is for you. Pause the game on any level and press the following buttons: A, B, C, B, A, C, A, B, C, B, A, C. You will now skip straight to the end of the level.





Mutant League

Mutant League Football must be the bloodiest sports game ever. Forget John Madden's ambulance - you won't need it once you get onto that pitch and start tearing your opponents to pieces and stepping in their entrails! To help you in your amateur on-pitch surgery, we thought that a few gruesome pointers would prove handy. Prepare to get out there and start ripping those limbs and tearing heads off with the best of them!



The Razors, Konvicts and Techies are the best non-All-Star teams.



Wipe-out! Use the action replay to repeat the glory and gory moments!

OFFENSIVE MOVES

There are certain offensive moves which will gain yardage nine times out of ten. Using these successfully will mean that you need to learn exactly how your players react once the ball has been snapped. One of the most important, and often overlooked points, is to study the movement that the quarterback should make from the selection screens. Follow the move properly and you should be able to make a fairly decent throw (and catch).

DEATHBONE

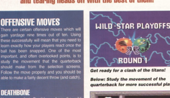
You can select Deathbone from the wild plays. Once the ball is snapped you should run your Quarterback to the left and head forward to run into a nice empty area where you can make some free yards.

KILL OPTION

Select Kill Option from the RunKill plays. The tactics are basically the same as those for Deathbone with your QB making a run to the left into open space. You should be able to make some distance. As soon as the opposition approaches make a dive for those few extra yards.

BLACKFLAG

Select the Impact plays and choose Blackflag. Once you have snapped the ball, the QB will run back and pass to a receiver in the group to your right. As soon as he receives the ball hit the deck to claim that yardage.



Get ready for a clash of the titans!

Below: Study the movement of the quarterback for more successful plays.

DEFENSIVE MOVES

To carry out the defensive moves, it is best to allow the other players to do their thing while you use the player under your control to head through any gaps in their defence in an attempt to take out their ball carrier. The best defensive moves to use are as follows.

BLITZKRIEG

This can be selected from the Deep Zone plays and is an all out attack on the opposition.

BLUD BLITZ

Selected from the Short Zone plays, this is much like BlitzKrieg but with a pincer movement from the sides.

BUMP 'N' STUN

Choose this from Medium Zone and your team will carry out very tight man to man defensive marking.

...ue Football



Look for a gap in the offence and strike through with your chosen player.

He's got your best interests at heart, really he has.

THE TEAMS

Apart from the all pro teams the Toxic All-Pros and the Maniac All-Stars, which are the best of the best from all the teams, there are a few teams who can not only put up a good fight but can also beat the opposition if used correctly.

The teams you should take your pick from are:-

DEATHSKIN RAZORS

A very violent team who have some excellent nasty audibles, especially being able to wire the ball for death with their Bomb move.

KILLER KONVICTS

Another vicious group whose QB smash move proves useful when the opposition gets too close to the goal line.

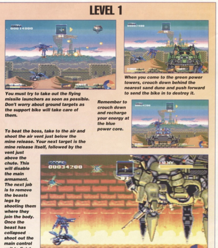
TURBO TECHIES

The best all round team who at times seem almost unbeatable. They also have the most interesting variety of nasty audibles.

Ranger-X

With such fast and frenetic action, we considered Ranger-X to be an ideal candidate for the Players Guide treatment, so here, in all their shiny, robotic glory, are the first four levels.

LEVEL 1



You must try to take out the flying missile launchers as soon as possible. Don't worry about ground targets as the support bike will take care of them.

When you come to the green power towers, crouch down behind the nearest sand dune and push forward to send the bike in to destroy it.

Remember to crouch down and recharge your energy at the blue power core.

To beat the boss, take to the air and shoot the air vent just below the mine release. Your next target is the mine release itself, followed by the vent just above the chute. This will disable the main armament. The next job is to remove the beasts legs by shooting them where they join the body. Once the beast has collapsed shoot out the main control unit to finish him off.

LEVEL 2

It's into some dark and dreary tunnels for this level (I'm already quaking).



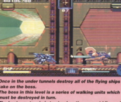


The boss on this level is also quite easy. Get in close and shoot him in the eye when it opens then back off and avoid his projectiles. Then



The first thing you must do is learn how to disable the laser turrets. It's not a difficult process, although later on it can be a bit on the lengthy side so you will need to be a little patient.
To do this you must trace their flashing blue power lines back to the power supply. This looks like a red block with lightning flashing above it.

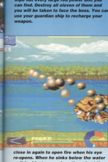
Avoid the pools of liquid as they will do you serious damage. When you attempt to shut down the power supply behind the egg-wall, fly up to the roof and then shoot. This will then pull down a shield to protect you from the insects. Standing in the shield will also recharge your special weapon.



Once in the under tunnels destroy all of the flying ships then take on the boss.
The boss in this level is a series of walking units which must be destroyed in turn.
The best way to win is to stand on the support bike and let fly continuously with your laser and split shot. Keep on the move so that you have some manoeuvering distance to avoid the enemy shots. Defeat this monstrosity and you are on your way to the next stage!

LEVEL 3

The first part of this level is very easy. All you have to do is keep moving right and wipe out every large red power unit you can find. Destroy all eleven of them and you will be taken to face the boss. You can use your guardian ship to recharge your weapon.



close in again to open fire when his eye re-opens. When he sinks below the water wait for him to re-surface then shoot the brown eyeball in the middle.

LEVEL 4

In this stage simply fly up the side of the building destroying the gun emplacements. Keep moving and hit the gun emplacements with everything you've got. Remember to take a break on every ledge to re-charge your jet pack. Complete the journey to the top of the building to take on the boss. And a big ugly brute he is too.



Once you get there shoot the laser emplacements then drop down to where the red ball craft is. Now crouch down and shoot it until the ball turns to face you, fly over the top and repeat the process of shooting it from behind. You will have to do this a few times to wipe it out.

Bubsy

After last months guide to help you through the many dangers that can befall a young helpless bobcat, we thought you'd probably need some more of our advice to guide you by your sweaty little hand through the rest of the game.

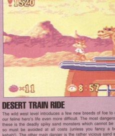
FUNFAIR LAND

If you're having trouble in finding those irritating little yamballs, try looking more closely at the sideshow stalls as you will find yamballs camouflaged in almost every one. Watch out for the bouncing ice-cream cones, though — they won't kill you but they will freeze you for a short while.

As you continue your journey to the right you will notice a strength machine flanked by two big boxes with runner beans on. Climb onto one of these boxes and drop down onto the machine to be catapulted up to a whole load of yamballs.

Rollercoasters are a quick form of transport, but it is a lot safer to walk along the rails although there are old boots dotted along here which have the nasty habit of launching you to exactly where you don't want to be, usually straight into a wooly. As you run along, be sure to have a finger hovering over the jump button as certain objects, although stationary, can be difficult to dodge.

There are quite a few extra lives to be had in this level too. Most are all on ground level - to find them, simply look for the large pizza huts and one of those attractive extra life shirts is yours for the taking. Beware of the pizza kicking woolies who usually guard the rooftops of these precious buildings - destroy them by jumping onto their heads.



DESERT TRAIN RIDE

The wild west level introduces a few new breeds of foe to make our feline hero's life even more difficult. The most dangerous of these is the deadly spiky sand monsters which cannot be killed so must be avoided at all costs (unless you fancy a bobcat kebab!). The other main danger is the rather vicious sand shark. These are not only encountered when you touch ground in the desert, but also inside some of the train carriages. Tumbleweeds also pose a problem to dear old Bubs as they bounce all over the place. As long as you see them in time you should be able to take them out with few problems.

During your train journey you will notice some rather cool looking giraffes (they're the big yellow fellows posing in their shades).These guys can be very helpful since, when you leap onto their heads, it makes their necks act like giant springs, which allows you to leap great distances in a single bound. Being able to cover this amount of distance is not only useful for grabbing high altitude yarnballs but also for flying across those tricky carriages full of spikes.

TREE WORLD

Much like the previous level there is no ground in this level so watch your step. Obviously the large sturdy branches are your main foothold, but not quite so obvious is the fact that you can use the flimsy leaves and even the vine stems to further your aims.

When you enter a tunnel in Tree World you re-appear at exactly the same point, yet at least you get the chance to grab a load of yarnballs as you go.

Another denizen of these woods is the huge spider. The spiders themselves are dangerous so avoid them for all you are worth, yet their webs do prove useful, acting much like huge trampolines between the trunks. The one inhabitant of this wily wood you should avoid is the firefly — he can do you some serious damage. As with the earlier level use your look ability regularly to make sure you have somewhere to land before you jump.

On your trip you will come to two carriages full of spikes. To clear the first stand on the pole to the left and glide across the spikes avoiding the banana box. You should now be in the second carriage in which you need to jump onto the dynamite box to fly to the right safely across the spikes.

Your next task is to stop the runaway train. Drop down onto the foot plate of the train and then jump up to hit the lever which will stop the train.

After you have stopped a few of these loony locomotives you will be thrown into the desert itself. This is where you will meet most of the sand sharks and tumbleweeds. Make sure you leap well clear of the cacti too as it's very painful picking thorns out of cat fur! When you reach the second box of dynamite, jump on it to head skyward where you will find loads of bonus-filled platforms. Next you will come to a group of small canyons with boulders spinning around them — simply wait for the boulders to fly past then jump up onto the platforms in the centre. Wait for the rocks to pass again before continuing on your travels.

Finally, when you come to the second beaver hole, jump in to find lots of bonus goodies.







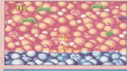
BEAVER LAND

After a quick cat-lick and a British Rail sandwich, its on to sample the weird and watery delights of Beaver Land.

Although there are plenty of tempting items hidden beneath the waves, do bear in mind that bobcats can't swim too well. Make sure that you stick to dry land, or at the very least take a ride in the raft which winds its merry way back and forth across the water.

Your main form of transport for this level will be the many propeller laden platforms. To use one of these, jump onto it and let it carry you wherever it wishes to take you.





You may notice the strange breeds of trees which grow here, the oddest and most useful of which are the pencil trees.The rubber end is effectively a spring which will take you to areas anew

Because this level has no real land to speak of, the best advice that we can give is to make sure you look before you leap!



WOOLY COMMAND SHIP

If you've made it this far you deserve a good pat on the back along with a nice bowlful of Whiskas! This level sets you in the Wooly command ship where you will encounter a variety of space woolies - all can be killed in exactly the same way as normal woolies, with a simple jump on the head. There are many flashing red pits in this level absolutely packed with bonuses, but no matter how inviting they look, avoid them at all costs as they are even more deadly to Bubsy than water.



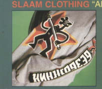
The transporters which you must use to get around the ship are as simple to use as doorways - simply step into them and press up. The route round the ship is very simple - all that you have to do is find the teleport at the end of each part of the ship and transport yourself to the next craft.

After beaming your way around the whole fleet you will have tracked down the head wooly so, after just a little tussle, your supply of yarnballs will be safe forever.

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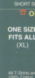


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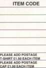
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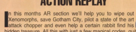
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Action Replay Special

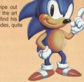
As a special addition to our usual Action Replay section we thought we would reveal a little known ability of Datel's box of tricks. This is the ability to act as a converter to play import games on you European Mega Drive. Impressed? You will be. All you have to do is place your American or Japanese game on your Action Replay and enter any of the following codes.

Don't worry about future game codes — as soon as we receive new codes we will inform you of them.



ACTION REPLAY

In this months AR section we'll help you to wipe out Xenomorphs, save Gotham City, pilot a state of the art attack chopper and even help a certain rabbit find his hidden treasure. All this with just a few magical codes, quite amazing really when you think about it.



ALIEN 3

FF08450099	Unlimited machine gun rounds
FFO8470099	Unlimited flame units
FF08490099	Unlimited mortars
FF08EBOOXX	Replace the X's with the amount of lives
FF090B0009	Infinite lives
FF08670050	Freeze the timer
FF0811000X	X is the number of people needed to finish level
FF08130002	Level select (you must die to enter selected level)

AQUATIC GAMES

0089320006	Gives you 7 attempts at Hop,Skip and Jump
00A3765C30	Style points X6 (BOUNCY CASTLE)
00832C6002	Feed bag never runs out (FEEDING TIME)
00719652B8	Clock runs slower (100 METRE SPLASH)
009F8852B8	Clock runs slower (BOUNCY CASTLE)
008F2E52B8	Clock runs slower (SHELL SHOOTING)
007E3E52B8	Clock runs slower (TOUR DE GRASS)
007B0052B8	Clock runs slower (LEAP FROG)

BUBSY THE BOBCAT

FF023B0009	Infinite lives
FF024900XX	Level select, replace XX with 0-13
FF00E90059	Unlimited time
FF00920003	Invincibility

BATMAN RETURNS

FFFE320007	Unlimited lives
FFFE340009	Unlimited batarangs
FFFE380001	Unlimited guided batarangs
FFE350003	Unlimited smoke bombs
FFFE360003	Unlimited swarms of bats
FFFE370003	Unlimited grappling hooks
FF431C0006	Unlimited lives

LHX ATTACK CHOPPER

FFF1BD00D0	Infinite chain guns
FFF1BF0004	Infinite sidewinders
FFF1C10008	Infinite hellfires
FFF92A004A	Infinite fuel
FFFBF400XX	Mission select, replace XX with 0-21

TINY TOON ADVENTURES

FFFB0B0003	Infinite energy
FFFB090002	Infinite lives
FFFBOFOO32	Gives a special helper for every carrot collected (YOU MUST DISABLE THE ACTION REPLAY AT THE END OF EACH LEVEL)
FFFB110009	Collect one special helper to receive infinite helpers

ANDRE AGASSI TENNIS

Genesis version

0026866000	Play on Pal Mega Drive

BACK TO THE FUTURE III

Genesis version

00031A6002	Play on Pal Mega Drive

COOL SPOT

Genesis version

0CB48E6002	Play on Pal Mega Drive

FLASHBACK

Genesis version

0018E86000 0024526038	You must enter these two codes to play on your Pal Mega Drive

GODS

Genesis version

0003824E71	Play on Pal Mega Drive

SPEEDBALL 2

Genesis version

00030A4E71	Play on Pal Mega Drive

THE X-MEN

Genesis version

0001F04500	Play on Pal Mega Drive
0001F04A00	Play on Jap Mega Drive
0000060210	STOPS CRASHING WHEN RESTARTING THE GAME FROM ACTION REPLAY (must be used with above codes)

TINY TOON ADVENTURES (BUSTERS HIDDEN TREASURE)

Genesis version

00033C6020	You must enter this as well as the following code 015EB24E71 to play on Pal Mega Drive

YOU MUST ENABLE THE ACTION REPLAY SWITCH FOR ALL OF THESE CODES BEFORE YOU PRESS START TO ENTER THE GAME.

Rocket Knight adventures

Rocket Knight is a large game, yet no game is bigger or badder than Sega Mega Force! As a follow up to last months players' guide we now provide you with a complete set of maps for the last level!

MAP 1

After your previous airbourne antics it's into the pigs final fortress. You must first battle your way from the armoured pig gatekeeper. He is indistructable but there are other ways of getting past him.

Stand in this teleport and it will protect you from the pig as he cannot enter them.

To get past the armoured pig you must go to the centre of the screen and hit him with your sword to stop him advancing. While you are doing this charge up your rocket pack then use it to fly over him and gain access to the teleport.

MAP 2

This is the first of the speed levels. You must race against the gang of armoured pigs and reach the teleport before your pursuers apprehend you.

Charge up your trusty rocket pack and fly past the roof hanging friends

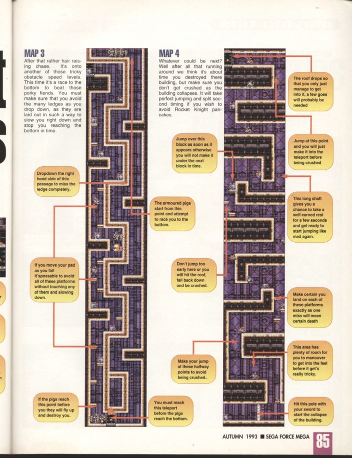
Make sure you avoid all the obstacles to stay ahead of the pigs.

By the time you reach this point you should be a good distance in front of your pursuers.

If you destroy the bridge the pigs cannot follow you and fall into the fiery pit..

Hit the switch here to open the gate and destroy the bridge.

As with all the blocks jump from this point to land on top of the blocks.



MAP 3

After that rather hair raising chase. It's onto another of those tricky obstacle speed levels. This time it's a race to the bottom to beat those porky fiends. You must make sure that you avoid the many ledges as you drop down, as they are laid out in such a way to slow you right down and stop you reaching the bottom in time.

MAP 4

Whatever could be next? Well after all that running around we think it's about time you destroyed there building, but make sure you don't get crushed as the building collapses. It will take perfect jumping and split second timing if you wish to avoid Rocket Knight pancakes.

CONTROLLING YOUR HOVER PLATFORM

You will encounter the hover platform in two of the stages. The platform is a little tricky to handle, but, with practise, you should be hovering with the best of them.

To make the platform rise upward you must hit the right hand orb with your sword. Hitting the left hand orb makes the platform descend.

If you wish to end either your upward or downward progress then simply tap the opposite orb to the direction of travel, this has the effect of carrying you in a straight line.

For those speed freaks out there you'll find the more you hit an orb the faster you will travel. This proves vital in negotiating some of the obstacles.

Move your platform down straight from the start to avoid the central pylon.

If you fall off the platform use these steps to re-mount it at the top.

Begin your upward journey at this point to make it to the teleport in the distance.

All heroes have to have a type of transport., whether it's a cool car, a smart motorbike or even a hover platform?? This is your first chance to take to the air on your most excellent vehicle.

After your introduction to the delights of the hover platform in the previous level it's time to get serious.

The final level pits you against a deadly maze of electric spikes whose touch is deadly. The most important thing to remember when you tackle this level is that, taking it steady will prove more successful than attempting to rush through the level.

From the start you must go down, as taking the lower route is a lot easier than attempting the more trencherous higher route. The first few obstacles are quite easy to pass until you reach the high barrier which is followed by a low one which, in turn, is followed by another high one. To get past these you must make your platform descend fast, as soon as you reach the bottom of the screen begin to make your platform rise by hitting the upwards orb twice to float up above the second high obstacle.

After this you will come next to a very close passageway through the spikes. To make the upward passage you will find it best to make your platform rise slowly and descend quickly, this way you have less chance of running into any of the spikes. After a little more simple negotiation, it's a quick ascent to successfully step into the teleporter and finish the level.

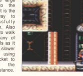


Final stage

To get away from the huge robot on the final level you must use your rocket pack more than you have in any other stagel.

From the start you must charge up your rocket and fly to the left as soon as the door opens. The best tactic you should master on this level is being able to charge up your rocket pack as soon as you have fired it off, by doing this your rocket pack is almost always ready for use. Another important point which will help your progress is when you use your rocket to go up the verticle passages, fly up them at a diagonal so you bounce of the walls. Doing this will give you a running start when you reach the top of the shaft.

You must beat the large robot to the end as it is the only way to successfully beat him. Also try not to walk across any of the levels as it is much slower than using your rocket to cover the same distance.

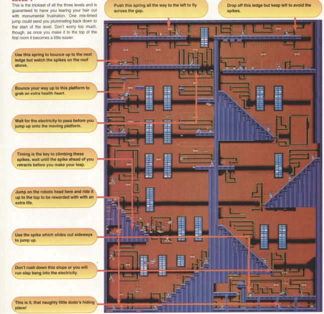


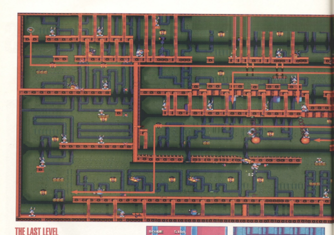


Tiny Toon Adventures

LEVEL 1

This is the trickiest of all the three levels and is guaranteed to have you tearing your hair out with monumental frustration. One mis-timed jump could send you plummeting back down to the start of the level. Don't worry too much, though, as once you make it to the top of the first room it becomes a little easier.





THE LAST LEVEL

Well, this is it, the final level and a real stinker it is too. This level revolves around a huge maze which is packed with doors — take the wrong one and it's back to the start of the level for you.

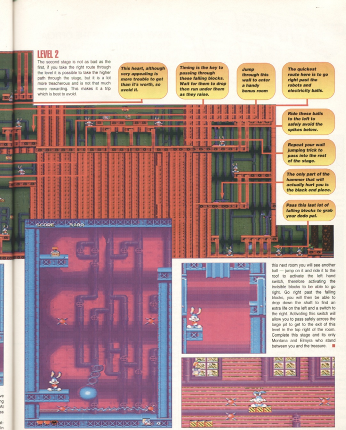
When you begin the level you must travel all the way to the right and bounce up into the last passageway to receive an extra life. Return to the chute to your left and bounce up. At the top go left and jump up the third chute. You should now be in a shaft similar to the earlier one.

Now's your chance to do a serious bit of crawling. Crawl right through the next two shafts and jump up the next shaft. Here you should be confronted with two doors. You need to go through the left one in order to enter the second part of the level.

Buster, a happy sort of Bunny, looks a little lost here.

Ride on the moving platforms but jump those nasty electricity balls when they flash. Above you will see some conveyor belts, walk along these and the huge cogs all the way to the left. At the far wall jump up and repeat the process across the cogs to the right.

After all that cog work it's onto the moving platform and a ride on the moving balls to the door. In



LEVEL 2

The second stage is not as bad as the first, if you take the right route through the level it is possible to take the higher path through the stage, but it is a lot more treacherous and is not that much more rewarding. This makes it a trip which is best to avoid.

this next room you will see another ball — jump on it and ride it to the roof to activate the left hand switch, therefore activating the invisible blocks to be able to go right. Go right past the falling blocks, you will then be able to drop down the shaft to find an extra life on the left and a switch to the right. Activating this switch will allow you to pass safely across the large pit to get to the exit of this level in the top right of the room. Complete this stage and its only Montana and Elmyra who stand between you and the treasure. ■

Buyers' Guide

Welcome to the all-new, all-important Midi-sized Buyers' Guide. It's been revamped to not only include the games reviewed in the first three issues of SEGA FORCE MEGA, but also take up a lot less space, leaving us room to cover more games in the rest of the mag. Simply pick your game category, from Arcade to Flight Sim and Platform to Strategy, and scan the columns, keeping an eye out for percentages highlighted in red to show a recommended purchase.

arcade games

Coin-op conversions and mixed-genre games make these games the most action-packed around. *Dragon's Fury* leads the pack with 93% — what could be more arcade-like than pinball? — its closest competitors floundering in the low 80s.

ALISIA DRAGOON
SEGA ● £19.99 ● Tel 071 373 3000 78%
A magical wench, unleashing thunderbolts and teaming up with little dragons to save a fantasy world. Plenty of good ideas and not enough enemies, but a bargain at this price.

AMERICAN GLADIATORS
GAMETEK ● £39.99 ● Tel 0101 305 935 3995 47%
Compete against the Glads or some friends in six events, including The Assault, Atlasphere and Joust. Graphics, sound and events are uniformly mediocre and the package soon bores. For die-hard fans of the series.

BALLJACKS
SEGA ● £TBA ● Tel 071 373 3000 37%
Imagine, if you will, a game about mechanical crabs, conveyor belts and steel balls. Done that? Good! Now imagine hugely shallow gameplay, no variation and ropey sound. Combine the two, and there you have it: *Balljacks*, a classic example of an original idea becoming a barely-playable mess.

BATMAN
SUNSOFT ● £39.99 ● Tel 010 1714 8914500 79%
Based on the much-hyped Tim Burton movie of a few summers ago, its graphics are as dark and grim as the real thing. Platform, beat-'em-up and racing elements keep you busy but it's a bit easy.

BATMAN RETURNS
SEGA ● £49.99 ● Tel 071 373 3000 67%
The Bat's back — as are the murky visuals. The Caped Crusader is slow and a devil to control, gameplay's repetitive but there's a challenge this time.

BATMAN RETURNS (CD)
SEGA ● £39.99 ● Tel 071 373 3000 83%
The striking CD soundtrack isn't enough to bolster the platform sections, which are identical to those in the cart version. However, the added racing sections are fast, smooth and realistic, the first time 3D this good has been seen outside the arcades. An attractive proposition.

BATMAN: REVENGE OF THE JOKER
SUNSOFT ● £39.99 ● Tel 0101 714 891 4500 60%
The laughing one has henchsprites everywhere — a pity he doesn't appear more often himself — but the blue 'n' grey comic version Batman has a multi-purpose Batarang. It's monotonous and *tough*. Some good graphics, though.

BATTLETOADS
TRADEWEST ● £39.99 ● Tel 0101 903 874 2683 58%
Pimple the Battletoad has been captured and one or two toad colleagues launch a rescue. Various types of level and colourful graphics are commendable but it starts very difficult and gets tougher! Platform fans looking for a challenge should check this out.

CHESTER CHEETAH
KANEKO ● £39.99 ● Tel N/A 61%
As the 'too cool to fool' feline, negotiate five areas of a zoo and search for motorbike parts. Comical animals help and hinder but awful controls really screw it up. There are some good ideas but the package doesn't grab you.

CLASSIC ARCADE COLLECTION
SEGA (CD) ● £42.99 ● Tel 071 373 3000 66%
One winner — the original *Streets Of Rage* — but *Columns* has had its day, *Revenge Of Shinobi* is middle-of-the-road and they've taken the two-player option from *Golden Axe*.

CRUEBALL
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 62%
Motley Crüe music and aggressive metallic graphics but (or should that be 'so'?) this is a dull pinball table. Few bumpers and ramps, progress is slow. Buy the next game...

DRAGON'S FURY
TENGEN/DOMARK ● £39.99 ● Tel 081 780 2222 93%
Three smooth-scrolling screens of mystical pinball 'table' are haunted by monks, undead soldiers and a transforming enchantress. Thumping good sounds and fast, realistic ball movement bring it to life, and with a host of bonus rooms, you'll flip over the lastability! Who would have thought console pinball could be so much fun?

DJ BOY
SEGA ● £39.99 ● Tel 071 373 3000 32%
As the Boy, skate and bash through levels to rescue the missus. Graphics are drab, effects similarly basic and controls are unresponsive. Available for years on import, it's terribly old fashioned and deathly dull.

GADGET TWINS
IMAGITEC ● £39.99 ● Tel 0101 305 935 3995 80%
Bop and Bump take to the skies to find their king's gem, collecting coins in order to buy better baddie-bashing gadgets. Bright, cartoony graphics give the illusion of a child's game but a big challenge and superb two-player option prove otherwise.

GREENDOG
SEGA ● £39.99 ● Tel 071 373 3000 72%
Greendog dodges animals or stuns them with a frisbee as he searches for the Lost Surfboard of the Ancients. He travels on skates or skateboard on alternate levels, adding flavour to a so-so cart. This is one surf dude worth hangin' out with.

MAKE MY VIDEO: KRIS KROSS
SONY ● £44.99 ● TEL 0101 310 858 3777 78%
Not exactly arcade, but it doesn't fit *any* category. Use three video screens and effects such as strobe and slice to recreate videos requested by a radio/video show's 'listeners'. If you like the band, you'll love it, otherwise interest soon palls.

MARBLE MADNESS
ELECTRONIC ARTS ● £34.99 ● Tel 0753 549442 77%
Weird geometric landscapes are the home of weirder creatures, all out to stop the marble. It's a race against time — and sometimes a second player. Graphics are unusual but effective, controls and gameplay are unique. If only there were more levels...

NINJA WARRIORS (CD)
TAITO ● £49.99 ● Tel 0101 708 520 9280 48%
The arcade game had three screens of army-bashing antics and meaty music pumping out of massive speakers. This has laughably poor animation, a restrictive two-player option and tacky soundtrack. Gameplay's dated and dreary.

OUTLANDER
MINDSCAPE ● £39.99 ● Tel 0444 246333 63%
In a post-nuclear world, hit the road... slowly, and nudge and shoot bikers. There's a neat inset screen which is used to line up a shotgun with targets but this partly causes the slowdown. The action switches to scrolling beat-'em-up when you enter a village. An average *Mad Max* crash 'n' bash.

PAC-MANIA
DOMARK ● £29.99 ● Tel 081 780 2222 71%
Pac-man gets an update, receiving three-dimensional mazes and a jumping ability. Gameplay's simplistic but highly playable, helped by a nicely-shaded Pac sphere and toe-tapping music. Wonderful semi-nostalgia.

PAPERBOY
DOMARK ● £39.99 ● Tel 081 780 2222 50%
The coin-op wowed punters when it first appeared, but without the handlebars and speech, the conversion disappears into the crowd. Trundle along diagonally-scrolling streets, throwing papers into mail boxes and avoiding odd people. Graphics and sound are quite close to the coin-op but the gameplay's novelty soon wanes.

PAPERBOY II
DOMARK ● £39.99 ● Tel 081 780 2222 55%
More of the same, but you can choose your sex and launch papers both left and right — though this is unneccesary on individual sections. Lots of great speech provides laughs but gameplay's strictly limited.

ROCKET KNIGHT ADVENTURES
KONAMI ● £TBA ● Tel 081 429 2446 79%
A wallaby with a jet-pack takes Luke Skywalker's role in a pseudo *Star Wars* tale. Cute graphics as the hero swipes enemies and explores cleverly-designed levels. Another winners from Konami.

ROLLING THUNDER 2
SEGA ● £39.99 ● Tel 071 373 3000 79%
Become Secret Agent Leila or Albatross and infiltrate enemy bases, pumping adversaries full of lead and ducking into doorways. Large, realistically-animated sprites, tough but playable.

SAINT SWORD
TAITO ● £39.99 ● Tel 0101 708 520 9280 65%
Hack your way along levels and transform into a centaur, birdman or fishman! It's a great idea and so a pity it's been wasted. Collision detection's cruel but short, dull levels mean you won't care. Reasonable graphics, few effects.

TOXIC CRUSADERS
SEGA ● £39.99 ● Tel 071 373 3000 61%
Choose Toxie himself or one of his colleagues and become a Crusader (or two) and run then skate along six levels, bashing baddies and collecting power-ups. Although some sprites are well formed, repetitive gameplay, iffy collision detection and bad control response send this to an early grave.

TOYS
ABSOLUTE ● £39.99 ● Tel N/A 50%
'Recreate' the Robin Williams movie by marching a mechanical sprite around a bland factory, collecting good toys and setting them against bad ones. There's a shoot-'em-up section but you have to struggle through three similar ones to reach it. Mediocre in all departments.

X-MEN
SEGA ● £39.99 ● Tel 071 373 3000 82%
From Marvel's top-selling comics, Wolverine, Cyclops, Gambit and Nightcrawler enter various scenarios before facing their nemesis, Magneto. Although animation's poor in places, both sprites and backgrounds are faithful to the originals. X-Men offers real comic-book excitement and a big challenge.

arcade adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Three of the winners — *Prince Of Persia, Another World* and *Flashback* — sport the best MD animation ever.

ALEX KIDD – ENCHANTED CASTLE
SEGA ● £19.99 ● Tel 071 373 3000 37%
Explore Paperock Planet, battling and chatting to various characters. Games of Paper, Scissors, Stone earns items to help you. Bland MS-like graphics, naff scrolling, forgettable effects, poor controls and insipid gameplay.

ANOTHER WORLD
VIRGIN/DELPHINE ● £39.99 ● Tel 081 960 2255 91%
An experiment gone wrong sends Lester to another world. Armed with his wits, a gun and stunning polygon animation, he tackles its dangers. Sharp reflexes and a sharp mind are required to conquer this atmospheric epic.

BART VS THE SPACE MUTANTS
FLYING EDGE ● £39.99 ● Tel 0962 877788 91%
Eek! The Space Mutes are plotting to take over the Earth! Only Bart Simpson knows of their plot so is out to save the day. He first uses a spray can and ingenuity to spoil the items they need. Neat sprites, bubbly muzak, Bart samples and guest appearances by other *Simpsons* characters polish up this engaging cartoon-like adventure.

ECCO: THE DOLPHIN
SEGA ● £39.99 ● Tel 071 373 3000 91%
The dolphin's chums have been 'napped. Ecco explores, consults glyphs and uses sonar to stun opponents. Superbly drawn and animated graphics, evocative sounds and a strangely soothing challenge.

FLASHBACK
US GOLD ● £39.99 ● Tel 021 625 3366 — 93%
Conrad's travelled to an alien planet to thwart their Earth-conquering plan. Many objects are collected and places visited, all richly coloured. Animation and attention to detail are unbelievable. The best of its kind.

NIGHT TRAP (CD)
SONY ● £54.99 ● Tel 0101 310 858 3777 — 74%
Controversy time! Scan different sections of a house and trigger traps to defend young women. It's a repetitive matter of finding enemy after enemy, but the sound's great and digitised video pleasing. No violence or nude women, though!

PRINCE OF PERSIA (CD)
BRODERBOUND ● £44.99 ● Tel N/A — 69%
What else but save the princess? There's a good intro and a great set of authentic eastern tunes but the graphics are mediocre for a CD game and it doesn't play as well as the Master System version. Let the damsel croak.

SHADOW OF THE BEAST
ELECTRONIC ARTS ● £19.99 ● Tel 071 373 3000 — 54%
Traverse scrolling plains and vast caverns to find your loathed master. Keys, potions and weapons are collected, although fists are often used. Parallax scrolling and detailed sprites don't increase lastability.

SHADOW OF THE BEAST II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 68%
The hero, human once more, is in search of his sis. Enemies are dispatched with a ball and chain, objects are found, used and traded. Graphics and sound are impressive but gameplay's tough and puzzles are obscure.

SWITCH (CD)
SEGA ● £49.99 ● Tel N/A — 75%
Become a cute Japanese character and press buttons to trigger wacky, surreal and often hilarious actions. That's about all, except too many wrong choices results in the demolition of a famous monument! A weird novelty game.

TIME GAL (CD)
WOLFTEAM ● £40.00 ● Tel N/A — 70%
To help guide Gal through time, react to globes at the screen's edge. Japanese cartoon action portrays dinosaurs, WWII planes, pirates, sharks and the undead. Great fun but, like most cartoon-based CDs, sadly limited.

TOEJAM & EARL
SEGA ● £19.99 ● Tel 071 373 3000 — 90%
Three-legged ToeJam and fat Earl have crash-landed on a particularly weird part of Earth. One or two players search for parts of their ship while gathering 'presents' which fend off adversaries. An astonishing array of wacky sound samples and cartoon graphics make it a feast for the senses. Weird — but cool!

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 81%
As an Acme detective, search for Carmen and her henchmen. An icon-driven control system's used to gather clues which lead to various locations. Digitised pics and cartoon sprites but it's the deductive gameplay that hooks.

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 — 79%
Use the enclosed encyclopaedia to find clues to historic times and places. A pointer system enters clues to narrow down and capture suspects. Graphics are bland but 80 missions keep you busy and teach you a few things, too.

WONDERBOY V
SEGA ● £39.99 ● Tel 071 373 2222 — 84%
'Boy explores Monster Land in arcade sections, slaying monsters to earn money for weapons, magic spells and items. A relaxed pace but the mixture of arcade and RPG works well. Battery backup keeps you going.

beat-'em-up

If inflicting black eyes, bruises and broken limbs is your idea of fun, there's sure to be something here you'll enjoy. Several involve platform sections but body blows are king.

CYBORG JUSTICE
SEGA ● £39.99 ● Tel 071 373 3000 — 60%
Bash mechanoids' bolts. A number of robot-rattling options, including 'build your own', and superb animation, but gameplay's as repetitive as the backgrounds and flat as the effects. Try but don't buy.

DOUBLE DRAGON
BALLISTIC ● £29.99 ● Tel 081 877 0880 — 39%
Jimmy and/or Billy Lee pound through thug after thug, level after level, to rescue their favourite girl. It doesn't take them long because *DD*'s easy, not to mention outdated.

DOUBLE DRAGON II
ACCLAIM ● £39.99 ● Tel 0962 877788 — 70%
Jimmy and brother go in search of magical gems which bring people back from the dead — pretty handy, especially as Jim's girl is currently corpse-like. Great graphics and sound but limited moves and repetitive gameplay spoil this scrolling bash-'em.

FATAL FURY
SEGA ● £39.99 ● Tel 071 373 3000 — 79%
From eight ugly, muscly streetfighters, one-on-one bouts are arranged, *Street Fighter II* fashion. Graphics are impressive — massive characters but minimal slowdown — and moves take time to master. The computer's a good opponent but a second player's better.

FINAL FIGHT (CD)
CAPCOM ● £49.99 ● Tel N/A — 86%
The original arcade machine can be yours! Just go out and buy yourself a copy of this smart game....and a Mega-CD, if you haven't got one. Big, colourful sprites, special moves, all the coin-op's levels plus an extra bridge section, but isn't as good as *Streets of Rage II* or *Mortal Kombat*.

FISTS OF STEEL
SAGE'S CR. ● £44.99 ● Tel 0101 415 346 2278 — 29%
A crusty coin-op featuring cute dwarven fighters. But their animation is pitiful (two frames per action) and FX are dreadful. There are only two moves and you can't retaliate once an opponent starts laying in. A loser.

GOLDEN AXE II
SEGA ● £19.99 ● Tel 071 373 2222 — 88%
One or two players become a barbarian, dwarf or Amazon woman to retrieve the axe. Basically the same as the original but with tougher, faster enemies and controllable magic level. Not massive but a lot of fun for two combat fans.

KING OF THE MONSTERS
SEGA ● £39.99 ● Tel 071 373 3000 — 62%
Become a Godzilla lookalike, rock creature, mutated insect or giant superhero and mangle Japanese towns while battling another monster from the list. An energy barrier keeps the duo in check and icons eventually power you up in awesome fashion: your sprite changes colour. Frivolous graphics for frivolous gameplay but it passes a few hours.

LAST BATTLE
SEGA ● £19.99 ● Tel 071 373 3000 — 22%
One of the first MD games — and it shows. Standard walk and punch gameplay, few moves and awful sound. *Last Battle* is the standard reply to 'What's the worst game you've played?'

MAZIN SAGA
SEGA ● £39.99 ● Tel 071 373 3000 — 67%
In a post-apocalypse world, command the Mazinger-Z armour in *Golden Axe*-style levels, switching to *Street Fighter II* one-on-one at the end of each. Graphics are amazing: the massive dinosaur foot and skeleton are huge and the *SF*-like sections are superbly animated. Gameplay lacks 'oomph'.

MORTAL KOMBAT
ACCLAIM ● £49.99 ● Tel 0962 877788 — 94%
Choose one of seven flamboyant characters, enter the shaolin tournament and kick ass! The inclusion of the blood 'n' guts code makes this the hardest-hitting as well as one of the most playable beat-'em-ups on the market — seeing a character's spine ripped out or head explode is a shocking but satisfying experience. Especially good with two players.

PIT FIGHTER
DOMARK/TENGEN ● £49.99 ● Tel 081 780 2222 — 79%
Become Buzz, Kato or Ty and fight down and dirty with ten fighters. Digitised graphics and sound add realism as you pound the controls, learn moves and grab handy objects. Pricey and crude but still exciting.

POWER ATHLETE
KANEKO ● £39.99 ● Tel 0101 708 808 1370 — 57%
A *Street Fighter II* wannabe. In one-player mode, you're stuck as Joe, and there are few moves. It's too easy but there are plenty of options and graphics are crisp and smooth.

SPLATTERHOUSE 2
SEGA ● £39.99 ● Tel 071 373 3000 — 41%
Transform into a steroid-poppin' psycho to rescue your girlfriend. A variety of horrific beasts attack; retaliate with fists, feet, and later staffs, bones and chainsaws. Unfortunately, gore is all this has to offer, so go for *Mortal Kombat* for playability, too.

STREETS OF RAGE II
SEGA ● £44.99 ● Tel 071 373 3000 — 93%
The best Sega beat-'em-up got better — and meaner. The four heroes — Axel, Blaze, Skate and Max — have many moves and several objects to maim the mobsters who stand between them and Mr X. A massive 16 Meg memory allowed the programmers to use big, fast sprites, parallax scrolling, brilliant music and sampled effects. An epic bone-crusher.

TMNT: THE HYPERSTONE HEIST
KONAMI ● £39.99 ● Tel 081 429 2446 — 81%
Konami's first MD game is nothing amazing (it *is* only the Ninja Turtles, after all) but the cartoon graphics, manic sounds, sense of humour and frantic action are enough to keep anyone happy — unless they select *Easy* mode, which certainly lives up to its name.

WWF WRESTLEMANIA
ACCLAIM ● £39.99 ● Tel 0962 877788 — 75%
Grappling fans are well catered for, with one-on-one, tag team, tournament and Survivor Series matches and eight WWF wrestlers, including the highly predictable Hulk Hogan and remarkably jocular Undertaker. Slick presentation, big sprites and many moves put Wrestlemania in your hands.

flight sim

Get away from it all. Fly into the blue and above the clouds, relax… before pumping several dozen rounds into an unsuspecting enemy fighter! Not much choice at the moment but a growing genre.

F22 INTERCEPTOR
ELECTRONIC ARTS ● £39.95 ● Tel 0753 549442 — 80%
F22 takes the complication out of flying — you automatically refuel and don't take off/land, unless you choose otherwise. What's left is fast action and lots of it. Slick 3D and good FX put you in the picture.

LHX ATTACK CHOPPER
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 91%
An Apache also at your disposal, missions involve many vehicles, weather conditions and strike times. Impressive external views and rockets/explosions. Tests your nerve and noddle.

MIG-29
DOMARK ● £39.99 ● Tel 081 780 2222 — 84%
Take a MiG on five varied combat missions around the Middle East. The polygon graphics are detailed and fairly fast, the soundtrack's great and pull-down menus easily used. Realism and depth for your money.

STEEL TALONS
TENGEN ● £39.99 ● Tel 081 780 2222 — 62%
Pilot an Apache attack helicopter on 12 missions in an attempt to earn Steel Talons membership. Good vector graphics but perspective and occasional sluggishness puts you off. Uneventful; missions are easy to give up on.

platform

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the strategy of *Humans* to *Captain America*'s heroics and aquatic antics of *The Little Mermaid*.

B.O.B
EA ● £44.99 ● Tel 0753 549442 — 82%
Stranded on Goth, B.O.B uses weapons and special gadgets to escape. Silky-smooth graphics, crystal-clear sound and a huge chunk of humour make their mark. Lack of restart points is a pain but still an outstanding cart.

BONANZA BROS
SEGA ● £19.99 ● Tel 071 373 2222 — 78%
As Robo and/or Mobo, break into buildings, collect swag and shoot or stun guards. This wacky coin-op conversion features unusual Lego graphics and neat cooperative gameplay. Original, fast-paced fun.

BUBSY
ACCOLADE ● £39.99 ● Tel 081 877 0880 — 84%
The bobcat's a superbly defined and animated sprite as he collects yarnballs from ugly aliens who need the fibrous spheres to fuel their space craft. Gameplay's fast and fun, tricky sections balancing out easy ones and passwords after every third level. Not quite the *Sonic*-beater it was hyped to be but Accolade's best product.

CAPTAIN AMERICA
DATA EAST ● £39.99 ● Tel 0101 408 286 7080 — 80%
Choose from four of Marvel Comics' squeaky-clean Avengers — Iron Man, The Vision, Hawkeye and Cap — then use fists and weapons to tackle the Red Skull's thugs and super-accomplices. A suitably bright, cartoon-like, energetic game, it has loads of wacky speech. Lastability is dubious but the two-player mode restores the balance.

CAPTAIN PLANET
SEGA ● £39.99 ● Tel 071 373 3000 — 45%
Clear levels of eco-problems using one of five green Planeteers then combine their power to create Captain Planet. Mediocre graphics and sound, unreasonable controls and repetitive levels, but a considerable challenge.

CHAKAN
SEGA ● £39.99 ● TEL 071 371 3000 — 62%
Doomed to eternal life until he rids Earth of supernatural evil, use Chakan's twin swords to do just that. Controls are awkward, levels play and feel the same. Moody graphics, lukewarm gameplay.

CHIKI CHIKI BOYS
CAPCOM ● £49.99 ● TEL 0101 4087 270 4000 — 83%
Sword-swiping Chiki Boy becomes Flying and Sea Chiki in certain sections of this typically Japanese, cute and colourful romp. Varied graphics, plenty of hidden extras and tough levels, but the import price almost kills it.

CHUCK ROCK
VIRGIN ● £39.99 ● Tel 081 960 2255 — 88%
Chuck's main weapon against five levels of dinosaurs is his 'belly-butt' — he takes a deep breath and lets all the flab go! Chuck also uses rocks as stepping stones and to kill baddies, but some dinos lend a hand. Cheerful graphics, vertical and leftward sections and puzzle elements make this highly playable.

CHUCK ROCK (CD)
SONY ● £42.99 ● Tel 0101 310 858 3777 — 74%
Graphics have been redrawn for CD but aren't greatly different. The sounds are disappointing and gameplay's the same. As much fun as the cart original but a pretty pointless exercise.

COOL SPOT
VIRGIN GAMES ● £39.99 ● Tel 081 960 2255 — 86%
The red dot from 7-Up cans has to rescue spotty chums. Fizz-blasts dispatch crabs, mice, frogs and birds, small spots give essential coolness till the cool character's hip enough to open the cage. Very slick but too similar to the superior *Global Gladiators*.

DECAPATTACK
SEGA ● £39.99 ● Tel 071 373 3000 — 80%
Become a Mummy and use its heads to free an island! One head extends from the stomach, the other's found under a rock then thrown, boomerang fashion. Power-ups aid the quest against equally strange adversaries. The idea and graphics are great but it's too easy.

EX-MUTANTS
SEGA ● £34.99 ● Tel 071 373 3000 — 85%
As Ex-Mutant Ackroyd or Shannon, hack into mutants and rescue your mates from a slimy mutant boss. Comic-book graphics and cool sampled sounds complement easy-to-get-into, hard-to-master gameplay.

THE FLINTSTONES
SEGA ● £39.99 ● Tel 071 373 3000 — 87%
Fred's family and friends have lost various items and it's down to him to recover them. He clubs dinosaurs and clings to ledges, later travelling by car and train. Levels show imagination and humour. Great cartoon graphics and engaging action, but the famous *Flintstones* theme is somewhat grating.

GALAHAD
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 77%
Galahad's a vulnerable chap — *anyone* would be, set against these tough monsters. There's a neat selection of swords and armour but not enough continues. Gameplay grows on you, perhaps not quick enough.



GLOBAL GLADIATORS
VIRGIN ● £39.99 ● Tel 081 960 2255 93%
Mick and Mack love The Global Gladiators, a pair of right-on comic heroes. While sitting in a burger bar, Ronald McDonald uses his magic to transform them into said Gladiators. Detailed foregrounds, neat graphical effects, slick presentation, wacky sprites and sounds. The eco-friendly gameplay's just as good. One of the most addictive platformers there is.

HOME ALONE
SEGA ● £39.99 ● Tel 071 371 3000 62%
As loveable home-alone Kevin (well, would *you* take Macaulay Culkin on holiday with you?! Thought not), sledge around outdoors, invent weapons from household objects and set burglar traps. Good options and sound but gameplay's very repetitive. Original but flawed.

HOOK (CD)
SONY ● £49.99 ● Tel 0101 310 858 3777 66%
Now you're a middle-aged lawyer, first convince Never Land's Lost Boys you're really Peter Pan then go in search of nasty old Captain Hook and your kids. You're armed with a sword and gather fairy dust for temporary flying abilities. The soundtrack's amazing — the best we've heard. Gameplay's difficult and offers nothing new.

HUMANS
IMAGITEC ● £39.99 ● Tel 010 305 935 3995 83%
Using different implements and types of caveman, traverse from platform to platform till the end of the level where a new invention awaits. Sounds simple but *Humans* is a unique brain-bending platform game.

INDIANA JONES AND THE LAST CRUSADE
US GOLD ● £39.99 ● Tel 021 625 3366 83%
As punching, whipping, leaping Indy, work your way through five levels to retrieve the Holy Grail. You start in caves, looking for a cross (remember it from the Indy-as-a-boy scout section of the movie?), then run across the top of a train (ditto) and move on. Platform puzzles, blandly-coloured but well defined sprites, crisp FX and a sizeable challenge.

JAMES BOND: THE DUEL
DOMARK ● £39.99 ● Tel 081 780 2222 80%
One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, nice sounds, realistic animation and four tough levels make Bond's mission a success.

JAMES POND II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 86%
As the cyborg Pond, negotiate countless screens in a bid to save Christmas. Pond squashes himself into a ball to kill enemies and stretches his mid-section to reach high platforms. Superlative graphics, sound and gameplay.

JEWEL MASTER
SEGA ● £34.99 ● Tel 071 373 2222 74%
To free Mythgard from Jardine the Mad, use magic rings separately or combined for offence and defence. Backgrounds, sprites and sounds are all dull. Dumb assailants and samey gameplay. A wasted concept.

KID CHAMELEON
SEGA ● £39.99 ● Tel 071 373 2222 82%
Sucked into a video game, Kid headbutts blocks and jumps on monsters. A variety of masks give different identities and extra powers — a Samuria's sword, psychopath's axe, rhino's headbutt and so on. Kid's sprites give flavour till gameplay builds up and takes the lead. Enough to keep you busy.

LITTLE MERMAID
SEGA ● £34.99 ● Tel 071 373 3000 78%
Based on the feature-length Disney cartoon so no violence here. As King Neptune or Ariel, the little mermaid herself, play music to scare away sea creatures as you search for merpeople. When things get tough, call a fishy friend for help! Great graphics and soothing music set the Disney atmosphere. Best for younger players.

QUACKSHOT
SEGA ● £39.99 ● Tel 071 373 3000 91%
Donald's on a globe-trotting treasure hunt and hops along platforms, 'plungering' enemies before plundering the goodies. Superb sprites and animation; this near-classic has enough depth for all the family.

RISKY WOODS
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 74%
As robed Rohan, rescue monks, negotiate platforms and gather weapons. Terrific graphics but temperamental controls and a tiring onslaught of enemies is irritating. 'Kill or cure' pick-ups don't help.

ROLO TO THE RESCUE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549 442 93%
The elephant jumps on enemies and collects keys to free beavers, squirrels, moles and rabbits from McSmiley the Circus Master. Freed animals follow Rolo then use their distinctive talents individually. Cute, colourful graphics and deep, addictive platform action. A legend in its own buntime.

SNOW BROTHERS
TENGEN ● £39.99 ● Tel N/A 91%
Snow Bros' single-screen platform-hopping action is well cool! Enemies are iced into giant snowballs then rolled down slopes. Pick-up potions are essential as difficulty increases. Simple yet addictive.

SONIC 2
SEGA ● £39.99 ● Tel 071 373 3000 95%
A two-tailed fox helps Sonic speed around levels, collect rings and stop Robotnik. Play as Tails or in a two-player split-screen race. The bonus sections involve running down a twisting 3D tube; technically impressive and a lot of fun. Back-grounds are bright and smooth-scrolling, sprites are full of character.

STRIDER II
US GOLD ● £39.99 ● TEL 021 625 3366 83%
With laser sword and spider-like abilities, acro-batic Strider takes on impressive robotic adver-saries on the way to the Master's lair. Great speech, tough levels but versatile controls.

TALESPIN
SEGA ● £34.99 ● Tel 071 373 3000 68%
Baloo and little bear pal Kit are really crate! They've gotta find ten on each level and fire balls at baddies. An air battle breaks up simplistic yet frustratingly difficult gameplay. Pleasant graphics don't save it.

TAZ-MANIA
SEGA ● £39.99 ● Tel 071 373 3000 89%
Taz is an egg lover and hears a rumour of a valley where a species of legendary birds still live. Their yummy eggs in mind, Taz jumps, spins, growls and eats his way through levels. Authentic Warner Bros cartoon graphics with sounds to match really make this game. Although it's a touch easy, its originality and character make it a classic.

TINY TOON ADVENTURES
KONAMI ● £39.99 ● Tel 081 429 2446 91%
Buster Bunny and his wacky companions star in an ultra-slick mixture of *Sonic* and *Super Mario World*. It's as fast as it is addictive; you're hooked as soon as you start. One of the best.

TOKI
SEGA ● £19.99 ● Tel 071 373 2222 73%
Toki the Ape spits fireballs at enemies as he searches for his girl and a spell to restore his humanity. Happy music and good sprites spur things along, but although it's easy to get into, it gets repetitive.

WONDERDOG (CD)
CORE DESIGN ● £44.99 ● Tel 0332 297797 89%
WonderDog races through seven levels, throwing stars at odd animals. Wings, happy pills and bones are collected and secret levels found. Superb sprites and animation, smooth eight-way scrolling and hum-along CD sounds.

WORLD OF ILLUSION
SEGA ● £39.99 ● Tel 071 371 3000 91%
Mickey Mouse and Donald Duck use magic sheets to blow away assailants. Teamwork and special features help them. Superb sprites and animation, loads of tunes and addictive play are only tainted by relatively low lastability.

puzzle games

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Sherlock's digitised video and Krusty's winning cartoon sprites!

CLUE
SCULPTURED SOFTWARE ● £39.99 ● Tel N/A 54%
'It was Professor Plum, with the candlestick, in the study.' Amusing graphic interludes and a variety of remarkably fitting tunes but you can't beat the real board game.

GREAT WALDO SEARCH
THQ ● £39.99 ● Tel 0101 818 591 1615 25%
Magnifying glass icon at the ready, search for scrolls and bonuses then the bespectacled drip in the scarf — Waldo. Even bearing in mind its for children, *Waldo*'s horribly simple.

JEOPARDY
GAMETEK ● £39.99 ● Tel 0101 305 935 3995 40%
Well presented but questions soon repeat and have an American bias. Answers have to be entered letter by letter and spelling errors aren't excused; computer players aren't afflicted. Jolly music, though.

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE ● £39.99 ● Tel 0962 877788 93%
Krusty the Clown's house is overrun with vermmin so he enlists the aid of his friends, The Simpsons. Position blocks, tube sections, fans and springs to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find.

LEMMINGS
SEGA/SUNSOFT ● £39.99 ● Tel 071 373 3000 81%
Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make *Lemmings* unmissable.

SHERLOCK HOLMES (CD)
ICOM/SLEUTH ● £44.99 ● Tel N/A 76%
Consult suspects and colleagues, travelling around Olde London as you do so, and reconstruct one of three crimes from the facts you glean. FMV and CD sound lend credibility and humour.

SHERLOCK HOLMES II (CD)
SEGA ● £49.99 ● Tel 071 373 3000 78%
Another trio of cases, but these are spread over two disk for clearer, smoother digitised scenes. A VCR-like controls are handy, but now we're used to the Mega-CD's capabilities it isn't such a wow

WHEEL OF FORTUNE
GAMETEK ● £39.99 ● Tel 0101 305 935 3995 62%
A tiled wall hides a (supposedly) familiar phrase. Spin the wheel to set a cash value and pick a letter. If it's in the phrase, the letter's revealed. Guess till your wrong or solve the puzzle. Dull sound, dull graphics, dull gameplay...

racing

Hands on the steering wheel, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead... Domark's *F1* is the best of the bunch but *Micro Machines* is almost as fun and more original.

SUPER MONACO GRAND PRIX 2
SEGA ● £34.99 ● Tel 071 373 3000 88%
The original was great, this is better. In addition to 16 'real' tracks, Senna designed two special tracks and had snippets of his speech digitised. Speed and scrolling are top notch and the car handles well.

CHAMPIONSHIP PRO-AM
T RADEWEST ● £39.99 ● Tel 0101 903 874 2683 70%
An angled aerial view scrolls to track remote control-style trucks. Steering's relative to the car so controls are confusing. Fun when mastered but tracks are samey.

F1
DOMARK ● £44.99 ● Tel 081 780 2222 92%
One of the fastest games on any system, the tracks shift smoothly and convincingly as you race against computer drivers or another player (split-screen), around one of 12 courses. Heaps of options, realistic handling and that amazing speed make it the best of the genre.

FERRARI GRAND PRIX
FLYING EDGE ● £39.99 ● Tel 0962 877788 61%
Five control systems, five custom cars, choice of weather, two-player split-screen game, realistic race series... This has plenty of features but the game itself is plain and too unforgiving.

HARD DRIVIN'
TENGEN ● £34.99 ● Tel 081 780 2222 68%
Fast 3D graphics portray the wild tracks, cars and trucks in this accurate coin-op conversion. It's a race against time and the Phantom Photon but a mere two tracks mean it doesn't match up to today's standards.

JAGUAR XJ220 (CD)
CORE DESIGN ● £39.99 ● Tel N/A 65%
A split-screen display accomodates two players, if desired, and a track editor allows the position of your own curves, dips and obstacles. The soundtrack's brilliant but perspective and road movement are questionable — as is playability.

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 81%
A split-screen display from the traditional racing viewpoint where a selection of tracks and weather conditions await. The two-player game's simply brilliant and provides many laughs, so if you want a head-to-head racer...

MICRO MACHINES
CODEMASTERS ● £39.99 ● Tel 0926 814132 90%
Steer miniaturised vehicles around odd courses such as a breakfast table, bath and garden path, viewed from above. Colourful graphics, smooth scrolling and superb controls make *MM* one of the most playable racers.

OUTRUN
SEGA ● £19.99 ● Tel 071 373 2222 55%
Long in the tooth and lack lustre nowadays. Choose your path across the States and put your foot down, taking in the colourful backgrounds, excellent music and speech. Limited courses and shallow gameplay are its downfall.

OUTRUN 2019
SEGA ● £37.99 ● Tel 071 373 3000 51%
It runs at fine speed but roads twist unconvincingly and roadside obstacles jerk into view. The futuristic setting offers nothing new and tracks follow predictable patterns. The yawns soon follow.

ROAD BLASTERS FX (CD)
WOLFTEAM ● £39.99 ● Tel N/A 81%
You're out for revenge! Sometimes staggeringly-fast cartoon animation is used for both through-the-windscreen and cut-away action. Wild stunts to make you gasp and versatile controls, for this type of CD game.

ROAD RASH II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 88%
If you were born to be wild, head out on the highway astride a high-tech cycle, clubs and chains at the ready. Good 3D and sense of movement, a lot of fun and a big challenge. Don't buy if you have the original.

SUPER HANG-ON
SEGA ● £19.99 ● Tel 071 373 3000 79%
The age-old aim: reach checkpoints in time. The road scrolls quickly and smoothly and the illusion of movement's convincing. The only fault is the bike's a little sluggish to handle, but at this price who's complaining?

SUPER OFF-ROAD
BALLISTIC ● £29.99 ● Tel 081 877 0880 68%
Drive small but perfectly formed 4x4 trucks around rugged single-screen courses. Computer opposition is too tough and although you can update five vehicle attributes, it doesn't help

TEST DRIVE II: THE DUEL
BALLISTIC ● £39.99 ● Tel 081 877 0880 65%
A Ferrari, Porsche and Lamborghini are at your disposal in a race against the computer to Rusti's Garage. The cars handle well but the scenery's so dull you may as well be stationary.

rpg

A land to free, a magical item to find, a galaxy to liberate! In-depth adventures all have their rewards, often greater and more original than those in other game styles. The prize for Virgin's high-tech *Corporation* is 91%!

ADVENTURES OF WILLY BEAMISH
DYNAMIX (CD) ● £39.99 ● Tel 0734 303322 58%
As American schoolboy Willy, escape detention then get into surreal scrapes with your sister and dead grandfather. Cartoon graphics, fully characterised speech but horrific loading times cripple amusing gameplay.

BUCK ROGERS
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 82%
Various space-faring alliances face one another as Buck selects a crew of various skills. Plenty of gameplay and detail for RPG fans but more could've been made of the scenario.

buyers' guide

CADASH
TAITO ● £32.99 ● Tel 0101 708 520 9280 — 60%
Become a fighter or mage and go a-roving! Pretty slowly, mind you, and you'll be hard-pushed to find the roleplaying elements. You're left with a weak platform game with nicely drawn but poorly animated graphics.

CORPORATION
VIRGIN ● £39.99 ● Tel 081 960 2255 — 91%
It's you versus robots and mutants. Superlative 3D rooms and corridors and a host of gadgets firmly set the atmosphere. Defence systems are shut down with a mixture of firepower and logic. A massive challenge.

HOLLOW WORLD
SEGA ● £59.99 ● Tel 071 373 3000 — 67%
Scour the newly-formed Hollow World for threats. Villagers are nattered to, armour and weapons upgraded and special objects discovered. Nice graphics but no atmosphere and little to keep the experienced adventurer busy.

RINGS OF POWER
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 — 85%
Travel on foot and by Dino, Landbeast and boats to find the Rod Of Creation. Slick programming and great isometric graphics are the first attraction, in-depth tasks and a massive challenge follow.

SHINING IN THE DARKNESS
SEGA ● £34.99 ● Tel 071 373 3000 — 89%
The duff storyline is forgotten when the superbly designed and coloured graphics flash onscreen. Magic and different fightings tactics defeat monsters, lateral thinking's needed at other times. Along with its recent sequel, *Shining Force*, one of the best Sega RPGs.

SUPER HYDLIDE
SEGA ● £19.99 ● Tel 071 373 3000 — 47%
Small ugly graphics are a bad sign. You die frequently for no apparent reason, then run out of time and patience. RPG afficionados will find enough to stay occupied but there are better on the market.

shoot-'em-up

Whether aboard a helicopter, space ship or plane, or running along as a soldier, robot, wizard or cop, blasters have as many victims as they do fans. *Jungle Strike* at first place, *T2: The Arcade Game*, *Alien 3* and the former's sequel tied for second.

AFTERBURNER III (CD)
CRI/SEGA ● £39.99 ● Tel 071 373 3000 — 63%
A CD sequel to Sega's flashy 3D coin-ops. Jet fighter sprites look good and move realistically but ground graphics are crude and dull, looking like rows of giant meatballs. There's great music and effects but not enough to do. Spend your loose change on the real thing.

ALIEN 3
ACCLAIM ● £39.99 ● Tel 0962 877788 — 92%
Part exploration, part shoot-'em-up, slaphead Ripley's got her work cut out for her. Aliens are on the prison planet she's crash-landed on and have taken several prisoners, er, prisoner. Ripley has to rescue them before chest-bursters make it a moot point but Aliens are everywhere. Grisly graphics and superlative sounds set the scene for a heart-stopping battle. Be quick on the trigger but keep an eye on your ammo.

ATOMIC RUNNER
DATA EAST ● £39.99 ● Tel 0101 408 286 7080 — 66%
Detailed, original backgrounds mix ancient artefacts with technology. But as we reviewers must always bear in mind, flashy graphics do not a great game make: it's unimaginative, controls are very awkward and 15 continues put paid to lastability.

BIO-HAZARD BATTLE
SEGA ● £39.99 ● Tel 071 373 3000 — 82%
Aside from its toughness, it's the unusual creepy-crawly enemies (hence the 'bio' of the title) which set this aside from the average blaster. Sprites are superior, backgrounds a touch bland, but it's playable.

DEATH DUEL
RAZORSOFT ● £39.99 ● TEL 0101 405 843 3505 — 30%
Great pics between levels but graphics are otherwise childish in this cursor-controlled shooter. Duff FX, restrictive controls and boring gameplay. Taking potshots at cowardly monsters ain't fun...

DESERT STRIKE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 92%
Pilot an Apache 'copter on five taxing missions, taking on (and out) anti-aircraft units and SAM sites. Scouring the landscape for extra ammo, armour and fuel is as important as the shooting and leads to numous worrying moments. The missions are well put together; superb sprites, responsive controls and realistic effects bring them to life. A classic blast.

DEVASTATOR (CD)
SEGA ● £39.99 ● Tel N/A — 80%
A mixture of platform and flying action as the Devastator takes on aliens and massive guardians. Manga cartoon intermissions, superb graphics (in places) and funky music; one of the best CD blasters.

EMPIRE OF STEEL
FLYING EDGE ● £39.99 ● Tel 0962 877788 — 72%
You're set against Motorhead — blast seven shades of **** out of Lemmy! Om, sorry, you set against the Motorhead *Empire*. Well shaded parallax backgrounds, oodles of weapons, pumping tunes, great effects and speech, compact sprites... A pity it's so easy!

FINAL ZONE
RENOVATION ● £39.99 ● Tel 0101 408 982 2700 — 73%
As Howie Bowie (sic), climb into a powersuit and stomp through seven war zones. Controls are a pain and plenty of wandering and repetition is required. Dull backdrops, good sprites but there's often slowdown. Missed potential.

FIRE SHARK
SEGA ● £19.99 ● Tel 071 373 3000 — 62%
Strange: you fly a bi-plane yet can acquire three-way fire, Wide Shot and Super Shot — a four-way laser! Scrolling's smooth but backgrounds are similar, sounds are irritating and it's too easy and unexciting.

GALAXY FORCE 2
SEGA ● £19.99 ● Tel 071 373 3000 — 42%
Once, it was an impressive, expensive coin-op, with flashy hydraulics and 3D. Now it's a cheap and pretty nasty cart. The ship handles badly, there's sprite flicker and an irritating voice babbles at you during tunnel sections. Too easy.

GLEY LANCER
NCS ● £39.99 ● Tel N/A — 79%
On paper it's a standard scrolling shooter — power-ups, end-of-level craft etc — the only difference being a selectable permanent add-on. Good use of colour, infinite continues and a *hard* Hard setting. A good, slick blast.

G-LOC
SEGA ● £39.99 ● Tel 071 373 3000 — 75%
Don't expect anything as flash as the coin-op, but as a straight-laced shoot-'em-up, *G-LOC*'s entertaining. A fast, smooth blast with sampled voices, realistic effects and presentation pics.

GYNOUG
SEGA ● £19.99 ● Tel 071 373 3000 — 81%
A graphic treat: smooth, parallax-scrolling backgrounds, dazzling ripple effects, big, well animated enemies and no slowdown. The sounds aren't bad and the six levels will keep you playing.

HELLFIRE
SEGA ● £34.99 ● Tel 071 373 3000 — 92%
A galaxy-saving mission, various power-ups and end-of-level motherships. So far, so predictable. But the ship has unique directable firepower, which adds strategy, and gameplay's very tough, in an unputdownable way.

JUNGLE STRIKE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 94%
The sequel to *Desert Strike* is a 16 Meg monster! Rather than just an Apache, this time you pilot a Comanche helicopter, combat hovercraft, Stealth fighter and Special Forces motorbike to stop the madman's son and a drug baron. Campaigns take place not only in jungles but in Washington and deserts (deja vu!). The graphics and sound are staggeringly realistic and the missions are all challenging and fun. Superb stuff.

MERCS
SEGA ● £19.99 ● Tel 071 373 3000 — 83%
Jog along vertically-scrolling levels, *Ikari Warriors*-style, and let fly with various collectable firearms. Seven brightly-coloured levels provide an unoriginal but playable challenge.

MUSHA
SEISMIC ● £39.99 ● Tel N/A — 70%
Unusual frog-like robot armour flies up few but lengthy levels; by the time you're used to them, you run out of game! Great visuals — big, colourful, smooth scrolling — but too easy and unoriginal.

PREDATOR 2
ARENA/ACCLAIM ● £39.99 ● Tel 0962 877788 — 63%
A Predator's on the loose but Harrigan's on his tail. He blasts drug dealers and finds hostages on isometric 3D levels before the alien makes things difficult. Small sprites and bland backdrops, unoriginal and unexciting gameplay.

RANGER-X
SEGA ● £39.99 ● Tel 071 373 3000 — 85%
Amazing detailed, colourful and sometimes massive graphics (the latter quality for end-of-level baddies — surprised?) display the hectic battles of a jet-packing robot and its bike. Only a smattering of levels but *very* high difficulty compensates.

SEWER SHARK (CD)
SONY ● £44.99 ● Tel 0101 310 858 3777 — 84%
Fly along FMV sewer tunnels, blast Radigators, bats and assorted mutated creatures while keeping an ear open for directions. It's great to look at and the digitised actors perform well, but lastability isn't good.

SMASH TV
ACCLAIM ● £34.99 ● Tel 0962 877788 — 72%
Explore the single screen rooms of a futuristic gameshow. One of the novelties is the ability to fire in one direction while running in another, vital for survival. A flawed conversion.

SPACE HARRIER II
SEGA ● £19.99 ● Tel 071 373 3000 — 55%
The original began the trend for hydraulic chairs and cabinets in the arcades. Blastin' nasties and dodging obstacles has limited appeal as their patterns are soon learnt, but at this price it's okay as a piece of nostalgia.

SUNSET RIDERS
KONAMI ● £39.99 ● Tel 081 429 2446 — 84%
Back in the Wild West, one or two bounty hunters pump mean cowboys full of lead, collecting ammo and cash along the way. Its lighthearted graphics and gameplay are appealing.

SUPER FANTASY ZONE
SEGA ● £39.99 ● Tel 071 373 3000 — 90%
Cute, bold and *very* colourful graphics hit you between the eyes! Spare parts and weapons shops are very necessary to survive this fast, tough shoot-'em-up. Addictive, take-no-prisoners blasting at its best.

SUPER THUNDER BLADE
SEGA ● £19.99 ● Tel 071 373 3000 — 38%
In its day, the coin-op's graphics wowed gamers, but the same was never true of the MD's. Slow, jerky movement detracts rather than adds to the weak gameplay.

THE TERMINATOR
VIRGIN ● £39.99 ● Tel 081 960 2255 — 79%
First in 2029 then back in 1984, Kyle Reese defends Sarah Connor from a Terminator, a relentless man-machine sent by an all-powerful computer system. There are plenty of ladders and stairs to negotiate and even more foes to blast. *Terminator* fans will love it, others should try it first.

TERMINATOR 2
ACCLAIM ● £39.99 ● Tel 0962 877788 — 92%
Direct gunsights and blow Terminators to scrap metal, but remember to collect ammo and gun coolant. This *Op Wolf* update is the best of its kind, beginning in the future and ending with the liquid-metal T1000. Superb graphics, raucous sound and non-stop action. Even better with the Menacer.

THUNDER FORCE IV
TECNO SOFT ● £39.99 ● Tel N/A — 88%
Following three respectable shoot-'em-ups, it's no surprise this is one of the best around. Other than some slowdown, there's nothing to fault but plenty to enjoy. Stunning graphics, high quality sounds and addictive gameplay.

THUNDERSTORM FX (CD)
WOLFTEAM ● £39.99 ● Tel N/A — 72%
A cartoon view from an attack chopper is overlayed with a gunsight, used to blast terrorists. *Thunderstorm FX/Cobra Command* is already looking crude compared to new releases.

TWIN COBRA
SEGA ● £34.99 ● Tel 071 373 3000 — 52%
It uses the changing icon method of power-ups — the weapon you get depends upon its colour when collected. Average graphics and sound but plenty of levels to keep you busy, if you can stay interested.

TWINKLE TALE
WAS ● £39.99 ● Tel N/A — 81%
Viewed from above and just behind the hero, there's an arcade adventure feel to the varied level designs and a numb feeling in your fingers after you tackle end-level guardians! For both beginners and experienced gamers.

UNIVERSAL SOLDIER
ACCOLADE ● £39.99 ● Tel 081 877 0880 — 63%
Armed with an automatic gun, laser whip, power lines and gyroscope mode, find yet more weapons as you destroy waves of dull mechanical opponents. An above-average platform blaster based very closely on *Turrican* but a disappointing licence.

WARP SPEED
ACCOLADE ● £39.99 ● Tel 081 877 0880 — 52%
It's sooo s-l-o-w! A shame as there's smart graphics scaling and rotation. It's design and strategy elements may appeal to *Elite* fans but it's too dull to last.

ZERO WING
SEGA ● £19.99 ● Tel 071 373 3000 — 74%
Up against Cat's forces (no, not from *Red Dwarf*), you can use a tractor beam to grab enemies and launch them at others! Good use of colour, cool explosions and weapon effects, but gameplay's run-of-the-mill.

sport

Balls of all sizes, shapes and textures feature in these games, the hockey, boxing and multi-event cart breaking the pattern.

AMAZING TENNIS
ABSOLUTE ● £39.99 ● Tel N/A — 68%
The 3D court scrolls around in a convincing manner, almost the equal of the SNES's Mode 7. There's the usual choice of computer, two-player and tournament games, but when you're the player beyond the net, controls and timing are inadequate. Unless flash is important to you, try *Jennifer Capriati's*.

ANDRE AGASSI TENNIS
TECMAGIK ● £39.99 ● Tel 071 234 2878 — 81%
Like most tennis games, controls take some getting used because of the ball's 3D movement, but there's fun to be had between two players and computer opponents are challenging. However, *Jennifer Capriati Tennis* is the better sim.

THE AQUATIC GAMES
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 77%
James Pond and his 'Aquabat' chums compete in running, jumping, seal-minding, shell-flipping and kipper-feeding events. Graphics are gorgeous, sounds are superb, but there's limited enjoyment, even with a few players.

ARCH RIVALS
FLYING EDGE ● £39.99 ● Tel 0962 877788 — 71%
A conversion of a two-on-two coin-op (team-mates controlled by the computer), it features superb cartoon intermissions but gameplay foibles. Limited gameplay against the computer, fun with a friend.

BULLS VS LAKERS
EASN ● £39.99 ● Tel 0753 549442 — 77%
Options up to yer eyeballs and a versatile control system ain't enough. It's a struggle to get into then is too samey to keep you interested. Some good animation and FX but odd music.

CALIFORNIA GAMES
SEGA ● £19.99 ● Tel 071 373 2222 — 74%
Up to nine players compete or practice half-pipe skateboarding, footbag, surfing, rollerskating and BMX racing. The different control methods are soon mastered but this mixed bag of events soon loses appeal.

CAL RIPKIN JR BASEBALL
MINDSCAPE ● £34.99 ● Tel 0444 246333 — 66%
Although there's not much of it, the crystal-clear speech is the only thing to differentiate this from the crowd: Exhibition, League and Home Run games, 18 teams, pitching variables, stick man fielders...



DAVID ROBINSON'S SUPREME COURT
ACCLAIM ● £34.99 ● Tel 0962 877788 — **57%**
Manual player selection and difficult stealing make defence a pain but beating the computer's easy. The court flips 45° at the halfway line, confusing all games. Aesthetically pleasing but the gameplay's lacking.

EURO CLUB SOCCER
VIRGIN ● £39.99 ● Tel 081 960 2255 — **78%**
Control any of 170 teams, enter the five-round European Cup then aim for the ultimate: the Super Cup. The action's viewed from the stands and all three buttons are used. Once you've got the hang of it, it's playable, but there are many rivals out there more than capable of taking the soccer crown.

EVANDER HOLYFIELD'S BOXING
SEGA ● £49.99 ● Tel 071 373 3000 — **79%**
Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy-to-use controls, large boxers and realistic controls. Expensive and superceded by *Muhammad Ali* but give it a go.

FLAMING DODGEBALL KID
SEGA ● £39.99 ● Tel 071 373 3000 — **76%**
Similar in appearance to volleyball, the basic idea's to hit members of the second team with the ball, timing your shots with its flashing. A worthwhile alternative sport and well represented by sizeable Japanese cartoon graphics and changing backgrounds. Give it a play, you could be pleasantly surprised.

GRANDSLAM TENNIS
TELENET ● £34.99 ● Tel N/A — **63%**
Plenty of options: design a character, practice shots, compete in exhibitions, play doubles... All buttons are used but text book plays and tactics don't work. Bland graphics are the plain vanilla icing on the stodgy cake.

HARDBALL III
ACCOLADE ● £39.99 ● Tel 081 877 0880 — **63%**
Although the rhythm's often mechanical, the running commentary adds life to this baseball sim. Piles of options but menus are used in gameplay, too, so even when you've gameplay down to a 'tee' it's stilted. Expect more strategic elements than fast-paced sport.

HIT THE ICE
TAITO ● £39.99 ● Tel 0101 708 520 9280 — **50%**
A coin-op conversion, the amusing sprites and sleek ice hockey rink are spot-on. Fights and a squid-like creature are fun but infuriating gameplay soon kills playability stone dead.

INTERNATIONAL RUGBY
DOMARK ● £39.99 ● Tel 081 780 2222 — **78%**
Taking a *Kick Off* approach, typical options and matches are offered before a great two-player game or dull one against the computer — it's moves are predictable. The only rugby sim as yet; happily it's easy to like so rugger fans don't have to lump it.

JENNIFER CAPRIATI TENNIS
RENOVATION ● £39.99 ● Tel 0101 408 982 2700 — **84%**
Oodles of options, nifty FX and smooth character and ball movement get Jenny's game off to a great start. The variety of shots, tournaments and two-player option make it the best MD tennis game.

JERRY GLANVILLE'S FOOTBRAWL
RAZORSOFT ● £39.99 ● Tel 0101 405 843 3505 — **59%**
American Football with an Olde Worlde, barbarian slant: The pitch is littered with tree stumps and rocks, the indoor arena has trap doors and *more* rocks. If you're doing badly, a bunch of ogres climb out the crowd and help you. However, it can work the other way around, too, so save celebrations till the final whistle. The cartoon violence gives a few laughs but the American Footie itself is basic.

JOE MONTANA II
SEGA ● £34.99 ● Tel 071 373 2222 — **76%**
Joe is John's rival to the American Football crown The controls aren't as good as *Madden*'s, the zoom function's confusing and there's no play-offs. On the positive, graphics and sound are good, gameplay's suitably hectic.

JOE MONTANA III
SEGA ● £39.99 ● Tel 071 371 3000 — **80%**
Poor old Joe! This game doesn't put a foot wrong — plenty of options, several viewpoints, great graphics and heaps of quality speech — but still plays second fiddle to *John Madden '93*. Aaaahh! You have to feel sorry for him (unless you're an EA employee).

JOHN MADDEN '93
EASN ● £39.99 ● Tel 0753 549442 — **87%**
When EA beefed up '92's graphics, added more speech, stats, battery backup system and classic teams, they created one of the best sports sims ever. If you're even mildly interested in American Football, purchase this forthwith!

JORDAN VS BIRD
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **55%**
The biggest names in basketball go head-to-head. Presentation's high but the sprites are sometimes blocky and gameplay's simply boring. One-on-one is the basis of a sub-game, *not* an entire cart.

MARIO LEMIEUX HOCKEY
SEGA ● £39.99 ● Tel 071 373 3000 — **49%**
A Mario game on Sega! But this namesake is no gaming star: players are sluggish, the control system's tricky and you spend half the time trying to find out who you are. Nice to look at, bad to listen to.

MUHAMMAD ALI BOXING
VIRGIN ● £39.99 ● Tel 081 960 2255 — **87%**
The greatest heavyweight boxer lends his name to the greatest boxing game! Naturally, the aim is to become champ, although exhibition bouts can be organised. Presentation, graphics, sound and gameplay are of the highest calibre.

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **78%**
Funny aliens and crafty demons add variety and humour to this vertically-scrolling American Football spoof. Pitches are dull but big sprites portray inevitable, enjoyable violence.

NBA ALL-STAR CHALLENGE
FLYING EDGE ● £39.99 ● Tel 0962 877788 — **63%**
The basic concept's a loser: it's one-on-one. Worse, some of the sub-games (as in 'way below par') are simply shooting practice. There are clear digitised portraits and realistic animation but lastability's low.

NHLPA HOCKEY '93
EASN ● £39.99 ● Tel 0753 549442 — **84%**
Fights and the Sin Bin join team and player stats; the top 50 slappers have special moves! Professional presentation, EA's usual wide array of sport options and realistic graphics and sound; a top-notch sim.

OLYMPIC GOLD
US GOLD ● £39.99 ● Tel 021 625 3366 — **80%**
Hurdles, the 100 metres, pole vault, diving, swimming, archery and hammer-throwing — not quite the full Olympics but their controls are easily mastered. Piles of options and superb with the full complement of four players.The best multi-sport cart.

PGA TOUR GOLF II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **73%**
Restrained visuals and an upmarket approach mix well with comprehensive options and clever features. Although it's far from a superlative product, the 'skins' game and 'draw and fade' facility help bump this golfing game onto the 18th green.

POWERBALL
NAMCO ● £39.99 ● Tel 0101 408 496 6371 — **30%**
A future version of football, blandly-drawn teams from around the globe compete on a dull pitch. It's difficult to see who's got the ball but you're unlikely to have it long, anyway.

POWER CHALLENGE GOLF
ACCOLADE ● £39.99 ● 081 877 0880 — **53%**
Three courses, practice ranges, multiple players, 'skins' match and more options besides, but the controls and graphics are old fashioned (it's a minor update of an aging 16-bit game). Try it if you've conquered *PGA II* and can't wait for the third.

PRO QUARTERBACK
TRADE WEST ● £39.99 ● Tel 0101 903 874 2683 — **52%**
Another Yank Football sim attempting to steal Madden and Montana's thunder, this one shouting about its fancy 3D perspective — which doesn't work! The number of plays is limited and their selection is confusing. It's fast, fun to watch and the music's funky.

RBI BASEBALL 4
TENGEN ● £39.99 ● Tel 081 780 2222 — **89%**
Large sprites, smooth movement and quality sound make this a treat. A spread of options, numerous teams to choose, piles of stats and easy to learn controls complete the happy picture.

SIDE POCKET
DATA EAST ● £39.99 ● Tel 010 408 286 7080 — **73%**
The game's pool, Nine Ball and Pocket against another human, Trick Shot Challenge and a States-skipping solo Pocket game. The latter soon sets horribly high target scores — and the trick shots which *must* be successfully played before moving to the next city are frustrating but the two-player option's always fun. The only ball and cue game available so fans are stuck with it.

SPEEDBALL 2
SEGA ● £39.99 ● Tel 071 373 3000 — **90%**
In a smooth-scrolling metallic arena, teams battle it out for possession of a metal ball. Points are scored by throwing it in the opposition's goal and hitting targets, and maximised by activating score multipliers. Collect coins spend on improving individual players or the whole team. Manic gameplay and great presentation. One of the best two-player sports games.

SUMMER CHALLENGE
ACCOLADE ● £39.99 ● Tel 081 877 0880 — **69%**
This multi-event cart allows up to eight players to compete in show-jumping, cycling, kayaking, archery, javelin, pole-vault, hurdles and high jump. The graphics are an interesting mix of polygons and sprites but unfortunately the 3D approach often makes control and timing difficult. *Olympic Gold*'s the superior game.

SUPER HIGH IMPACT
ARENA ● £39.99 ● Tel 0962 877788 — **79%**
Smart speech and pulse-pounding effects increase atmosphere in this crunching American Football game. It's aimed at newcomers to the sport and adds aggression with its Hit-O-Meter. Worthy of attention.

WINTER CHALLENGE
ACCOLADE ● £34.99 ● Tel 081 877 0880 — **80%**
Gather up to nine friends, choose nationalities and enter luge, downhill and cross-country skiing, bobsled, speed skating, slalom, biathon and ski jumping. The events vary in quality but feature realistic animation and 3D scenery.

WORLD CLASS LEADERBOARD
US GOLD ● £39.99 ● Tel 021 625 3366 — **63%**
US Gold gave up their snap-hook graph in favour of a fancy circular one for MD *Leaderboard*. Control is a hit-and-miss affair with the new device. Blocky graphics and weak sounds but there are plenty of courses and game types.

WORLD CUP ITALIA '90
SEGA ● £19.99 ● 071 373 3000 — **59%**
Bring justive to the 1990 World Cup: get England into the final! Viewed from above, about a tenth of the pitch is shown at any one time. The graphics are colourful and movment's speedy, but with only three kicks to master, it won't keep you playing for long.

strategy

Organise your troops, plan your moves, distribute resources... If your the type who thinks before they act, the following games should be right up your street. Oddly, the two best games in this category — *Mega-lo-Mania* and *General Chaos* — both have a humourous slant to make them more palatable.

GENERAL CHAOS
EA ● £44.99 ● Tel 0753 549442 — **88%**
Single-screen sections of territory are fought over by directing soldiers, one by one. Assault, Brute Force, Commando and Demolition teams offer different combinations of weapons, Commando duos the only combatants under direct control. A straightforward but amusing, original, addictive war game.

KING SALMON
TOKAI ● £39.99 ● Tel N/A — **57%**
There's nothing fishy about this being in the strategy section. Bait type, line length and depth, where to fish... even the arcade sections require thought.

MEGA-LO-MANIA
VIRGIN ● £39.99 ● Tel 081 960 2255 — **90%**
Somewhere in space, flamboyant gods struggle for control over areas of territory known as epochs. Devote manpower to mining, invention, defence and combat. The manic sprites are small and icons are a touch confusing but speech is excellent and gameplay unsurpassed.

MONOPOLY
SCULPTURED SOFTWARE ● £39.99 ● Tel N/A — **51%**
As in the board game, go round and round the board, deciding which property to buy and where to put houses. It's well presented and easily played but nowhere near as satisfying as the real thing.

POWERMONGER
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **70%**
An in-depth version of *Populous*, men are recruited, land is farmed and power struggles develop in a war against computer commanders. Massive depth but the control system cripples the gameplay.

TECHNOCLASH
EA ● £44.99 ● Tel 0753 549442 — **87%**
A highly original game that takes the better elements from other games, mixing shoot-'em-up with RPG and particularly strategy. Stylish graphics, variety and a big challenge.

WARRIOR OF ROME II
MICRONET ● £39.99 ● Tel N/A — **56%**
Walk in Caesar's sandles and prevent the rebellion which killed him. Train men, organise troops, build colosseums and fortresses before going into combat. It takes a lot of time and patience but the two-player option helps.

The people who help us are the people to help you

ACE	071 439 1185	Krazy Konsoles	0422 342 901
AMS	081 201 0535	Mr Disk	021 616 1168
Comtazia	0384 261 698	Telegames	0533 880 445
Game Zone	0908 226 696	Video Games Centre	0202 527 314

The SEGA FORCE MEGA Buyers' Guide is now updated every issue, to include every Mega Drive and Mega-CD game we've reviewed since the original SEGA FORCE, back in December 1991. If you're having trouble getting hold of any of the games featured in our Buyers' Guide — imports, indicated by foreign or 'N/A' telephone numbers, in particular — contact one of the console stores above; most have mail order facilities.

classifieds

for sale

■ Sixteen Game Boy games for sale, all for £30 and seven NES games for sale. Phone (0492) 860450.

■ Mega Drive games for sale, PGA £25, T2 £25. Call Clayton on (0272) 634765 after 8pm.

■ Sega Master System with control pad, light phaser, and 190 games including Sonic 1 & 2, for only £120 ono. Call Karen on (0396) 831043.

■ Mega Drive and CD with two joypads, carry case and 14 top games. Worth over £635. Sell for £500, boxed and packaged. Tel (0929) 551217.

■ Sega Menacer and six game cartridges £35, also Game Boy with 5 games, carry case, light magnifier, £100. Phone Stuart on (0234) 342608 after 6pm.

■ Mega Drive Flashback. New, boxed £30. Ring Simon on (081) 979 1896.

■ Mega-CD and Mega Drive, seven CD games, four Mega Drive games, two joypads, six months old. Open to offers over £300. Ring (0203) 447594.

■ Eighteen Sega Game Gear games, vgc with boxes and instructions, £15 each o.n.o. Also Master System games £18 each o.n.o. Tel (061) 969 1847.

■ For sale Road Rash 2 £25, LHX Attack Chopper £25, Shining Force £30, Phantasy Star 2 £30. Phone Mark on (0604) 881 805 after 6pm.

■ Sega Game Gear with nine top games including Sonic 1 & 2, various accessories including carry case, £120. Phone Kris on (0509) 507136.

■ Sixty-four Sega magazines for sale, including Sega Pro, Sega Power, Sega Zone, Sega Force, Mean Machines and Gamesmaster. The lot for just £30. Ring Trevor on (081) 469 3297.

■ Sega Mega Drive, controllers, carry case, six games including Jungle Strike, worth £410 will sell for £195. Phone (0708) 750562.

■ Brand new Pro-Action Replay for SNES £25, re-chargeable power pack, Game Boy £9.50, SG Pro-Pad £10, SG M/D Powerpad £8. Ring (0242) 233804.

■ Master System, eight games boxed with manuals including Wimbledon, Super Monaco 2, Lemmings, Sonic, Speedball and Golfmania, £15-£20 each. Phone Matt on (0494) 873506.

■ Master System, two game cartridges and two great joysticks — a Maverick and a Konix SpeedKing. The lot for £60. Phone Sam on (081) 658 2041.

■ Commodore 64 disk drive, tape deck over 200 games, disk box, joystick and light gun, excellent condition, manuals fully boxed, £120 ono. Phone (041) 942 6749.

■ MS games for sale, Mickey, Alien 3, £20, Transbot £10, or swap any for Prince of Persia, Krusty's, Global Gladiators. Phone (0462) 835517 — now!

■ For sale ZX Spectrum 128k, four joysticks, two interfaces, instruction manual and bag of games £50 ono. Call Gareth on (0785) 822146.

■ Master System and two joypads, 27 games including Sonic 2, Donald Duck, Alien 3, Asterix. Worth £650. Will sell for £285+. Write to: Lee Hutchison, 36 Garlieston Rd, Barlanark, Glasgow, Scotland.

Small Ads

Tea from China, coffee from Mexico, nuts from Brazil — you won't find 'em here! We've a Mega Drive from Macclesfield, a Game Gear from Glasgow and a Super Nintendo from Weston Super Mare. Placing a small ad is simple. Fill in the form below, pop it in the post (in and envelope and with a stamp, of course) wait six weeks and — hey jingo — that Spanish flamenco dancing doll and blob lamp you've been desperately trying to get rid of for the past 10 years will be snapped up in five minutes. Trust us.

■ Master System II complete with Sonic 1 & 2, Enduro Racer, World GP, Ghouls & Ghosts, Transbot, WonderBoy, World Soccer, Alex Kidd built in, all accessories, £100. Ring John on (0494) 451093.

■ Mega Drive, three games, two control pads, only a month old. Worth £180, sell for £100 ono. Tel David on (0263) 514562.

■ Master System with three games, two pads, SG Commander and light phaser, will sell for £85 or swap for SNES with one game or Game Gear with 2 games. Call Louis on 90705) 240469.

■ Master System, two control pads, light phaser, Hang On and game built in, Operation Wolf (not boxed). All perfect condition. The lot for £25. Phone (0905) 763974.

■ MS games for sale Asterix, Pitfighter, Double Dragon, Sonic, R-Type, Ghouls 'n' Ghosts, and Prince of Persia. All around £15, write to P. Hartles, 153 Sommerville Rd, Small Heath, Birmingham B10 9EY.

■ Master System plus 18 top games, worth £450, very good condition, £200 only. Joypads, light phaser, and joystick included. Ring (0236) 821817.

■ Mega-CD for sale with seven games in unopened box, £240, or £230 and your Mega Drive game. Normally £270. Phone Barry on (0872) 729393.

■ Cool Spot £30 UK Mega Drive version, postage anywhere in UK, £2. Includes insurance, also Sonic Comic and postcard US £5, call Victor on (081) 349 3638.

■ Sega Mega Drive, controllers, carry case, six games including Jungle Strike worth £410, will sell for £195. Phone (0708) 750562.

■ Game Boy and two games for sale, £35. Ring (0272) 329272

■ Master System II with 10 games including Sonic 2, and The New Zealand Story. All boxed. Contact David on (0925) 766730.

■ Sega Master System, six games, two built-in, light phaser, control pad, rapid fire unit. All for £20. Write to Scott Brown, 3 Monar Court, Dalgety Bay.

■ Mega Drive, two joypads, eight games including Streets of Rage 2, Desert Strike, Splatter House 2. Only £200 or nearest offer. All boxed as new with instructions. Phone Jason after 6pm on (081) 7206194.

■ Master System and nine games including Sonic 1 & 2, Lemmings, worth £240 sell for £150 ono. Contact Adam on (0253) 726568 after 5pm.

■ C64 disk drive, tape deck, over 200 games, disk box, joystick, light gun, excellent condition, manuals fully boxed, £120 ono. Phone (041) 942 6749.

■ Master System and joypads, twenty-seven games including Sonic 2, Donald Duck, Alien 3, Asterix. Worth £650+, will sell for £285. Write to L Hutchison, 36 Garlieston Rd, Barlan, Glasgow, Scotland.

■ Sega Mega Drive games to sell or swap, include Quackshot, G 'n' G, Euro Club Soccer, Road Rash 2, Sonic, California Games, anything considered. Write to R. Archer, 38 Long Meadows, Garforth, Leeds LS25 2BR.

■ Mega Drive, Mega-CD, 15 carts, nine CDs over £100 of mags, Action Replay, Game Genie, worth over £1000. Asking £600 ono. Ring Craig on (091) 3849672, after 7pm. Games includes Tiny Toons, PGA 2, SOR 2, NHL Hockey, John Madden 93.

■ UK Mega-CD, Mega Drive boxed with 14 games including Flash Back, joypads, Jap adaptor, Scart lead and mags. Ring (0708) 226263.

■ Master System, eight boxed games with manuals, including Wimbledon, Super Monaco 2, Lemmings, Sonic, Speedball and Golfmania, £15-£20 each. Phone Matt on (0494) 873506.

■ Sega Mega Drive with two games, joystick and pads. Sell for £90 ono. Will swap for Game Gear with five top games. Ring (081) 646 3798.

■ Mega Drive game, Warpspeed — new release. Never been used, (won in a compo) £25. Ring Stuart on (0302) 887307.

■ Mega Drive and SNES games, all boxed with instructions, prices from £15-£35, latest titles call Joel after 6pm on (071) 729 3626.

■ MS II for sale, two pads and seven games including Sonic 2, Wonder Boy 3, Golden Axe. Phone now on Ivybridge, Devon 894494. You can't miss this bargain.

■ Game Gear for sale, five top games, with full instructions, AC adaptor, car adaptor, magnifier, carry case, worth £300+ will sell for £120 ono. Tel David on (0642) 311802.

■ Mega-CD game for sale, Road Advenger, brand new £30. Ring Debbie on (0784) 243260.

■ Mega Drive with 12 games including PGA Golf, EA Hockey, Powermonger, JM '92, Road Rash, Speed Ball 2, David Robinson's, F22 Interceptor, Arcade Power stick, two other controllers, Jap convertor. Worth £750. Quick sale £350. Ring after 6pm (051) 920 0347.

■ Master System and two pads, gun, nine games sell for £140 or exchange for Mega Drive with games. Ring (0685) 873705, will separate.

■ Mega Drive (UK) still boxed under guarantee, six months old with two joypads, plus Desert Strike, Super Thunderblade, Sonic, Columns, World Cup Italia 90 and Super Hang On, £110. Ring (081) 859 6223. Or will swap for an Amiga 500+.

■ C64 with cassette, adaptor, light gun with four light gun games, 48 games, 28 magazine tapes, boxed, excellent condition, bargain at £120. Tel (081) 300 8892.

■ Master System II, eight games including Sonic 1 & 2, plus Taz-Mania, two joypads, light phaser worth £250, sell for £150.

■ Sixty Mega Drive games for sale at two thirds the retail price. Write to K Johnson,14 Falcon Terrace, Whitby, Yorkshire, YO21 1EH.

■ Loads of Master System games for sale including Golden Axe, Taz-Mania and Alien 3 from £10 to £15. Contact Kenneth on (0461) 202215.

■ Sega Master System only five months old, four games, Super Kick Off, Olympic Gold, Super Tennis, Alex Kidd, will sell for £50. Tel Dave on (081) 311 7548.

■ Spectrum 48k, over 70 games, with 16K ram and cassette player, will sell for £60 ono. Phone Simon in (091) 286 4895.

■ Mega Drive and Mega-CD, seven cartridges, nine CD games, arcade controller, £750+ new. Sell for £450 ono. Ring Mr Gouldon on (0943) 877477.

■ Game Gear for sale with three games, including Sonic 2. Also with MagniGear and carry case, £110. Tel (0622) 758469.

■ Atari 520 STE, one Megabyte upgrade, £700 worth of games, two joysticks, all boxed and in excellent condition. Worth £1000, will sell for £200. Write to Bryan Dunleavy, 18 Luvcase Rd, Grays, Essex.

■ English Mega Drive, six months old, looking for new home, includes three games, only £120. Phone Paul on (0494) 474941, evenings please.

■ Mega Drives game for sale (Jap), including Sonic, Quack Shot, Castle Of Illusion, all £15. Super Hydlide, Zoom!, £5. Call (0803) 865825 after 5.30pm. Also available, a convertor, £4.

■ John Madden '92, PGA Tour Golf and Sonic for sale, separately or £65 the lot. Phone Matt on (021) 430 3055 after 4pm, please.

wanted

■ Mega Drive games will pay up to £22. Also many games for swap. Phone Brian after 2pm on (0463) 221173.

■ Sega Master System games Altered Beast, Golden Axe, Wonder Boy, Super Tennis, for Lemmings, Prince of Persia or Alien 3. Phone Mark on Leicester 711525.

■ Anybody with cheap Mega Drive games for sale, send lists to Chris Dodd, 46 Ryhill Rd, Lower Earley, Reading, Berkshire RG6 4AZ.

■ Master System games: Prince of Persia, Chuck Rock, and the Terminator, boxed with instructions, will pay £12 to £15 each. Tel (0270) 882566.

■ You can sell or request most things in our small ads. It doesn't have to be Sega related.

■ Wanted, Mega Drive F1 Circus, will pay £15 or swap for Ecco, Desert Strike or Populous. Write to Iain Would, 5 Beatty House, Compass Rd, Hull HU6 7BQ.

■ Desperate mother needs Master System games for eight -year-old. Anything considered at right price. Phone Maggie on (0386) 555843 anytime.

■ Amiga A500 Plus, with TV modulator and disk if possible. Write to Chris Burton, 65 Woodland Way, Gunnislake, Cornwall, PL18 9JA.

■ Super NES with games, will pay up to £140, please contact H. Maclean on (071) 727 6428.

■ MD Lemmings, Road Rash 2, Castle of Illusion, MS Shinobi, Cyber Shinobi, Lucky Dime Caper, R-Type. Lowest price taken, others considered. David Glasgby, 60 Jefferson St, Goole, N Humberside BN14 6SJ.

■ I will pay £5 for the 1993 Transformers annual (with the Dinobots on the front cover). Telephone "Oppy" on (0526) 342062, after 6pm please.

swap

■ Swap Sega Mega Drive carry case, three joypads, joystick and three games for Super Nintendo, two games, two joypads. Phone Alan on (0727) 824312.

■ Want to swap Fatal Labyrinth on MD for Super Kick Off, Ecco, X-Men or Side Pocket. Ring Gavin on London 371 9008.

■ Amazing Mega Drive games for exchange. SAEs to Michael, 10 Glebe Gardens, Newtown Abbey, Co Antrim, N Ireland BT36 6ED or tel (0232) 844473. I also have a few for sale.

■ Super Off Road for my Super Monaco GP Game Gear. Phone Wythenshawe 4999336, any time, and ask for Alex.

■ I'll swap my 19 WWF Wrestling figures for a Mega Drive and one game, or a SNES and one game. Phone Tom on (0664) 424672, after 6pm on weekdays, please.

■ Mega Drive games to swap, PGA Golf, Desert Strike or Olympic Gold for Flashback or Jungle Strike. Phone Clayton Tanner on (0272) 634765 after 8pm.

■ Swap Gynoug on MD for Streets of Rage 2 or Micro Machines. Other games considered, drop a line to: Greg Allsopp, 19 Poplar Close, Gloucester GL1 5TX.

■ I'll swap my Amstrad CPC 464 for a Game Gear, it includes 80+ games, a green screen monitor or will sell for £80-£100 ono. Call Colin on (0844) 215247.

■ Swap MD Streets of Rage and Two Crude Dudes for X-Men or sell for £15 each. Ring Gareth on (081) 979 1896.

■ Swap Taz-Mania and Spider-Man for any of the following: Krusty's SFH, Lemmings, Ecco or Alien 3 on Mega Drive. Phone Adam on (081) 941 9102.

■ I will swap Joe Montana 2, Sports Talk Football or Golden Axe 2 for Olympic Gold on Sega Mega Drive. Ring Matt on Solihull 7436840.

■ I'll swap Sonic or Donald Duck for Out Run Europa or Streets of Rage. Phone Gary on (0442) 61233. Games for MS only.

■ I will swap my Sonic for James Bond: The Duel on Master System. Phone evenings (0225) 318766.

■ Swap Master System games R-Type and Chess for Super Kick Off and Prince of Persia. Write to: Raymond Theed, 78 Sycamore Drive, Enniskillen, Co. Fermanagh, N Ireland.

■ Will swap my Sonic, Sonic 2 or Alien 3 for Alex Kidd in High-Tech World. Write to: G Hyde, 6 Orchard Rd, Birstall, Leicester, LE4 4GA.

■ I'll swap my Super Off Road or James Pond 2 for your Taz-Mania or Rambo 3. Tel (021) 353 2377, ask for Ian.

■ I will swap MD with Sonic and one control pad for Game Boy with 4-5 games. Please write to Neel Modha, 9, Nichols Rd, Southampton, Hampshire SO2 ONS.

■ Swap Sword of Vermillion, Warriors of the Eternal Sun or Faery Tale for Shining In Darkness. Ring Ron on (0752) 565797.

■ Master System games for swap from £4, good selection swap your Master System with games for my Mega Drive. Phone Brian after 2pm on (0463) 221173.

■ I'll swap WWF, Alien 3, John Madden '92 or Sonic for Flashback or any other good game. Must be in London area. Ring (708) 559934.

pen-pals

■ Hi! I'm a 16-year-old girl looking for male pen pals aged 15-18. Write to: Emma Sydmonton, Highland Rd, Badger's Mount, Seven Oaks, Kent, TN14 7BB.

■ Australian male Sega freak with Master System wants pen pal. Write to: Zak Harvey, Box 82, Pingelly, WA, Australia, 6308.

■ Hello! I'm a 13-year-old boy seeking male/female pen pal. Write to Gary Dabell, 18 Drapers Ave, Margate, Kent, CT9 4AP. Any age.

■ Looking for female pen pal (12–13). Write to M.C, 23 Queens Ave, Barton-on-Humber, S Humberside DN18 5QN. Please send photo!

■ 14-year-old boy seeks female pen pals. Please send recent photo to Ian, 40 Chander's Heights, Shadycombe Rd, Salcombe, Devon TQ8 8QT. All letters answered.

■ Ten-year-old boy would like male or female pen pal around my age. Write to Alex Evans, 7 Court Rd, Wrexham, Clwyd, LL13 7RH.

■ Two bodacious dudes seek two babes aged 11-12. Write to Bill, 7 Castle Street, Sanquhar, Dumfrieshire, DG4 6AB. Please send recent photo.

■ Fourteen-year-old boy wants female pen pal. I like rock music. Send photo to John Logan, 392 Cranagh Rd, Coleraine, Northern Ireland BT51 3NX.

■ Thirteen-year-old wants pen pals. I like animals, reading, swimming, fishing. Write to John Adam, 4 Lander Court, Glenrothes, Fife, Scotland.

■ Eleven-year-old wonder boy looking for an 11-year-old wonder girl pen pal. Please enclose photo, (must be brainy). Write to Colin Stebbing, 4 Sunnyside Ave, Bathgate, W Lothian, EH48 4DR.

■ Twelve-year-old girl seeks a fun female pen pal. Write to Kelly Ann Winkworth, 6 Monumental Tce, Cefn Coed, Merthyr Tydfil, Mid Glam, S Wales CF48 2PW.

■ A male, 10 years old, looking for a pretty girl. Write to Mark, 100 Brook Field Rd, Hucclescote, Glasgow G13 3EG.

■ Nineteen-year-old wants 15 to 20-year-old pen pals only, in Leeds area. Replies to: Carl Worrall, 4 Spring Valley Walk, Bramley, Leeds, LE13 4TY.

■ Hi! I'm Daniel. I'm 13 years old. I want female pen pals. I like all sports I'll answer all the letters I can. Wite to: Daniel Morris-Adams, 119 Anderton Park Rd, Moseley, Birmingham B13 9DQ.

■ Hello! I'm 13 years old and would like pen-pals — boys or girls. Write to Andrew Oates, 19 The Boulevard, Worthing, Sussex.

■ My name's Chris (16). I'm looking for a female pen pal aged 15–18 years old. I'm not desperate, I only need someone to comfort me when I'm down! Write to Chris Neal, 21 Otter's Fields, Becketts Lane, Greet, Gloucestershire GL54 5PN.

user clubs

■ Pen pal club! Don't delay. This is just what you want! For info, telephone (0772) 796489 or send SAE to Paul, 4 The Green, Ribble Village, Ribbleton, Preston.

■ Cheat heaven! Send 40p and a list of 15 games you want cheats for. I will send you cheats for five of those games. Send to 50 Blandford Close, Dorchester Rd, Bransholme, Hull HU7 6AB.

Well, we always have a lubbly jubbly box at the end of classifieds, and this month's no exception. Although we tell you this time and time again, there are a few out there who still need their ears syringing. We can't be hung, drawn and quartered if the Mega Drive you've bought from our small ads section keeps yabbering on about its war wound, or the kid who wanted the Game Gear games turns out to be a spotty 38-year-old car mechanic called Kevin with a Ford Capri and a polo neck. Please take great care when writing to Pen Pals and User Clubs. Ads take up to six weeks to appear. We pull those deemed unsuitable, ie. other publishing houses trying to advertise their sub-standard cattle fodder, thank you, Mr Futcha.

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You're In The Money...

This issue should have seen the final results of the Sega Force Mega/Imagitec design-a-game competition, but due to the genuinely enormous response, we've had to extend the time required to judge the entries. The quality was astounding — the amount of work put into these designs was phenomenal so we didn't want to rush the decision. You all really did us proud! Rest assured that the judges will come to a decision shortly, so those of you in for a share of the ten grand will be notified in due course. Check the next mag for more details.

Onto more pressing matters - the next issue. Look out for reviews on *Gunship* from US Gold, Sega's *Shining Force 2*, *James Pond III* from EA, a brand new golf game for the Mega CD plus loads of other goodies. All of the regulars will be here too, with Gutter Snipe still having problems getting to grips with the lifestyle of the South West no doubt — he has problems holding his apple juice let alone the cider that seems so popular down here. Oh well...

Wind up comp: Which review did we use this picture in? First correct entry drawn wins that game.
Entries to: Wind Up Comp
Sega Force Mega
Impact Magazines
Ludlow
Shropshire SY8 1JW



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